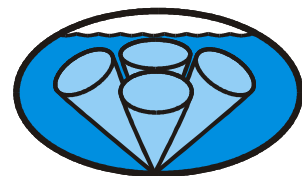


# WorkHorse

Monitor, Sentinel, Mariner, Rio Grande, Navigator, and Long Ranger ADCPs

# Commands and Output Data Format

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P/N 957-6156-00 (August 2001)

**RD Instruments**  
*Acoustic Doppler Solutions*



# Table of Contents

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|          |  |           |
|----------|--|-----------|
| <b>1</b> | <b>Introduction to WorkHorse Commands .....</b>      | <b>1</b>  |
| 1.1      | Data Communication and Command Format.....           | 1         |
| 1.1.1    | Command Input Processing.....                        | 2         |
| 1.1.2    | Data Output Processing.....                          | 2         |
| 1.2      | Firmware Updates.....                                | 3         |
| 1.3      | Feature Upgrades.....                                | 4         |
| 1.4      | Command Summary .....                                | 5         |
| <b>2</b> | <b>Command Descriptions .....</b>                    | <b>10</b> |
|          | ? – Help Menus.....                                  | 10        |
|          | Break .....  | 11        |
|          | Expert Mode.....                                     | 11        |
|          | OL - Features.....                                   | 12        |
| 2.1      | Compass Commands .....                               | 13        |
| 2.1.1    | Standard Compass Commands.....                       | 13        |
|          | AF – Field Calibrate Compass .....                   | 13        |
|          | AR – Return to Factory Calibration .....             | 14        |
|          | AX – Examine Compass Calibration .....               | 14        |
|          | AZ – Zero Pressure Sensor .....                      | 15        |
| 2.1.2    | Expert Compass Commands .....                        | 16        |
|          | AC – Output Active Calibration Data.....             | 16        |
|          | AD – Display Factory or Active Calibration Data..... | 17        |
| 2.2      | Bottom Track Commands .....                          | 18        |
| 2.2.1    | Standard Bottom Track Commands.....                  | 18        |
|          | BP – Bottom-Track Pings Per Ensemble .....           | 18        |
|          | BX – Maximum Tracking Depth .....                    | 19        |
| 2.2.2    | Expert Bottom Track Commands.....                    | 20        |
|          | BA - Evaluation Amplitude Minimum .....              | 20        |
|          | BB – High Bandwidth Maximum Depth .....              | 20        |
|          | BC - Correlation Magnitude Minimum .....             | 21        |
|          | BD - Delay before Reacquire .....                    | 21        |
|          | BE - Error Velocity Maximum .....                    | 22        |
|          | BF - Depth Guess .....                               | 22        |
|          | BI - Gain Switch Depth.....                          | 23        |
|          | BK - Water-Mass Layer Mode.....                      | 23        |
|          | BL - Water-Mass Layer Parameters.....                | 24        |
|          | BM - Bottom-Track Mode .....                         | 25        |
|          | BN – Speed Log Hold/Drop Control .....               | 26        |
|          | BO - Distance Measure Filter Constant .....          | 26        |
|          | BR - Resolution.....                                 | 27        |
|          | BS - Clear Distance Traveled.....                    | 27        |
|          | BW - Water Reference Interval .....                  | 28        |
|          | BZ - Coherent Ambiguity Velocity .....               | 28        |
| 2.3      | Control System Commands .....                        | 29        |
| 2.3.1    | Standard Control System Commands.....                | 29        |
|          | CB - Serial Port Control .....                       | 29        |
|          | CF - Flow Control.....                               | 31        |
|          | CK - Keep Parameters.....                            | 32        |
|          | CP – Polled Mode .....                               | 32        |
|          | CQ – Transmit Power .....                            | 33        |
|          | CR – Retrieve Parameters .....                       | 33        |
|          | CS – Start Pinging (Go) .....                        | 34        |
|          | CX – Low Latency Trigger Enable .....                | 34        |
|          | CZ – Power Down WorkHorse .....                      | 35        |
| 2.3.2    | Expert Control System Commands.....                  | 36        |
|          | CA - Control Periodic Output.....                    | 36        |
|          | CD – Serial Data Out .....                           | 36        |
|          | CH – Suppress Banner .....                           | 37        |
|          | CI – Instrument ID.....                              | 37        |

|       |   |    |
|-------|---|----|
|       | CL - Battery Saver Mode.....                    | 38 |
|       | CM - Master .....                               | 38 |
|       | CN - Save NVRAM to Recorder.....                | 40 |
|       | CT - Turnkey Operation .....                    | 40 |
|       | CY - Clear Error Status Word.....               | 41 |
| 2.4   | Environmental Commands.....                     | 43 |
| 2.4.1 | Standard Environmental Commands .....           | 43 |
|       | EA - Heading Alignment.....                     | 43 |
|       | EB - Heading Bias.....                          | 43 |
|       | ED - Depth of Transducer .....                  | 44 |
|       | ES - Salinity.....                              | 44 |
|       | EX - Coordinate Transformation.....             | 45 |
|       | EZ - Sensor Source .....                        | 47 |
| 2.4.2 | Expert Environmental Commands .....             | 48 |
|       | EC - Speed of Sound .....                       | 48 |
|       | EF - Pressure Smoothing Constant .....          | 48 |
|       | EH - Heading .....                              | 49 |
|       | EP - Pitch (Tilt 1).....                        | 49 |
|       | ER - Roll (Tilt 2) .....                        | 50 |
|       | ET - Temperature.....                           | 50 |
| 2.5   | Fault Log Commands.....                         | 51 |
| 2.5.1 | Standard Fault Log Commands .....               | 51 |
|       | FC - Clear Fault Log.....                       | 51 |
|       | FD - Display Fault Log .....                    | 51 |
| 2.6   | Performance and Testing Commands .....          | 52 |
| 2.6.1 | Standard Performance and Testing Commands ..... | 52 |
|       | PA - Pre-deployment Tests .....                 | 52 |
|       | PC - User-Interactive Built-In Tests.....       | 53 |
|       | PS - Display System Parameters .....            | 54 |
| 2.6.2 | Expert Performance and Testing Commands .....   | 56 |
|       | PB - Bin Select for PD12 Data Output Type.....  | 56 |
|       | PD - Data Stream Select.....                    | 56 |
|       | PE - PD12 Ensemble Select.....                  | 57 |
|       | PF - Pre-Deployment Test Summary .....          | 58 |
|       | PM - Distance Measurement Facility .....        | 59 |
|       | PO - PD12 Velocity Component Select.....        | 59 |
|       | PT - Built-In Tests .....                       | 60 |
|       | PT Test Results Error Codes .....               | 60 |
|       | PT0 - Help.....                                 | 61 |
|       | PT2 - Ancillary System Data .....               | 61 |
|       | PT3 - Receive Path.....                         | 61 |
|       | PT4 - Transmit Path.....                        | 63 |
|       | PT5 - Electronics Wrap Around.....              | 63 |
|       | PT6 - Receive Bandwidth.....                    | 65 |
|       | PT7 - RSSI Bandwidth .....                      | 65 |
| 2.7   | Recorder Commands.....                          | 67 |
| 2.7.1 | Standard Recorder Commands .....                | 67 |
|       | RE - Erase Recorder.....                        | 67 |
|       | RF - Recorder Free Space (Bytes).....           | 67 |
|       | RN - Set Deployment Name.....                   | 68 |
|       | RR - Show Recorder File Directory .....         | 68 |
|       | RY - Upload Recorder Files .....                | 69 |
| 2.7.2 | Expert Recorder Commands.....                   | 70 |
|       | RA - Number of Deployments .....                | 70 |
|       | RB - Recorder Built-In Test.....                | 70 |
|       | RS - Recorder Free Space (Megabytes).....       | 71 |
| 2.8   | Timing Commands.....                            | 72 |
| 2.8.1 | Standard Timing Commands .....                  | 72 |
|       | TE - Time Per Ensemble .....                    | 72 |
|       | TF - Time of First Ping .....                   | 72 |
|       | TG - Time of First Ping (Y2k Compliant) .....   | 73 |
|       | TP - Time Between Pings.....                    | 74 |

|          |  |           |
|----------|--|-----------|
|          | TS – Set Real-Time Clock.....                              | 75        |
|          | TT – Set Real-Time Clock (Y2k Compliant) .....             | 76        |
| 2.8.2    | Expert Timing Commands.....                                | 77        |
|          | TB - Time Per Burst .....                                  | 77        |
|          | TC - Ensemble Per Burst .....                              | 78        |
| 2.9      | Water Profiling Commands .....                             | 79        |
| 2.9.1    | Standard Water Profiling Commands.....                     | 79        |
|          | WB - Mode 1 Bandwidth Control .....                        | 79        |
|          | WD – Data Out.....   | 80        |
|          | WF – Blank after Transmit .....                            | 81        |
|          | WN – Number of Depth Cells .....                           | 81        |
|          | WP – Pings Per Ensemble .....                              | 82        |
|          | WS – Depth Cell Size .....                                 | 82        |
|          | WV – Ambiguity Velocity .....                              | 83        |
| 2.9.2    | Expert Water Profiling Commands .....                      | 84        |
|          | WA - False Target Threshold Maximum .....                  | 84        |
|          | WC - Low Correlation Threshold .....                       | 84        |
|          | WE - Error Velocity Threshold.....                         | 85        |
|          | WI - Clip Data Past Bottom .....                           | 85        |
|          | WJ - Receiver Gain Select .....                            | 85        |
|          | WL - Water Reference Layer .....                           | 86        |
|          | WQ - Sample Ambient Sound .....                            | 86        |
|          | WT - Transmit Length .....                                 | 87        |
|          | WU - Ping Weight .....                                     | 87        |
| 2.9.3    | High Resolution Water Profiling .....                      | 88        |
|          | WM - Profiling Mode .....                                  | 88        |
|          | WZ - Mode 5 Ambiguity Velocity .....                       | 89        |
| <b>3</b> | <b>Advanced Commands .....</b>                             | <b>90</b> |
| 3.1      | Sound Velocity Smart Sensor Commands.....                  | 90        |
|          | DB - RS-485 Port Control.....                              | 90        |
|          | DS - Load SpeedOfSound with SVSS Sample (BIT Result) ..... | 90        |
|          | DW - Current ID on RS-485 Bus .....                        | 91        |
|          | DX - Set SVSS to RAW Mode.....                             | 91        |
|          | DY - Set SVSS to REAL Mode.....                            | 91        |
|          | DZ - Get Single SCAN from SVSS.....                        | 92        |
| 3.2      | Waves Commands.....  | 93        |
|          | HA – Waves False Target Threshold .....                    | 93        |
|          | HB – Automatically Chosen Bins for Wave Processing .....   | 93        |
|          | HD – Waves Data Out .....                                  | 94        |
|          | HP – Waves Pings per Wave Record .....                     | 94        |
|          | HR – Time Between Wave Records .....                       | 95        |
|          | HS – Bins for Directional Wave Spectrum .....              | 95        |
|          | HT – Time Between Wave Record Pings.....                   | 96        |
|          | HV – Bins for Velocity Spectrum .....                      | 96        |
| 3.3      | Lowered ADCP Commands .....                                | 97        |
|          | LD – LADCP Data Out.....                                   | 97        |
|          | LF – LADCP Blank after Transmit.....                       | 98        |
|          | LJ - Receiver Gain Select .....                            | 98        |
|          | LN – Number of Depth Cells .....                           | 99        |
|          | LP – Pings Per Ensemble .....                              | 99        |
|          | LS – Depth Cell Size .....                                 | 99        |
|          | LV – Ambiguity Velocity .....                              | 100       |
|          | LW - Bandwidth Control .....                               | 100       |
|          | LZ – LADCP Amplitude and Correlation Thresholds.....       | 101       |
| 3.4      | Ping Synchronization Commands .....                        | 102       |
|          | SA - Synchronize Before/After Ping/Ensemble .....          | 102       |
|          | SI - Synchronization Interval .....                        | 103       |
|          | SM - RDS3 Mode Select .....                                | 103       |
|          | SS - RDS3 Sleep Mode .....                                 | 103       |
|          | ST - Slave Timeout .....                                   | 104       |
|          | SW - Synchronization Delay .....                           | 105       |

|          |   |            |
|----------|---|------------|
| <b>4</b> | <b>Introduction to Output Data Format .....</b>                           | <b>107</b> |
| 4.1      | Hexadecimal-ASCII Output Data .....                                       | 107        |
| 4.2      | Binary Output Data Format .....   | 108        |
| <b>5</b> | <b>PD0 Output Data Format .....</b>                                       | <b>108</b> |
| 5.1      | Header Data Format .....  | 110        |
| 5.2      | Fixed Leader Data Format .....  | 112        |
| 5.3      | Variable Leader Data Format .....   | 118        |
| 5.4      | Velocity Data Format .....  | 124        |
| 5.5      | Correlation Magnitude, Echo Intensity, and Percent-Good Data Format ..... | 126        |
| 5.6      | Binary Bottom-Track Data Format .....                                     | 130        |
| 5.7      | Binary Reserved BIT Data Format .....                                     | 135        |
| 5.8      | Binary Checksum Data Format .....   | 135        |
| <b>6</b> | <b>Special Output Data Formats .....</b>                                  | <b>136</b> |
| 6.1      | DVL Binary Data Format (PD3) .....  | 137        |
| 6.2      | DVL Output Data Format (PD3) Details .....                                | 139        |
| 6.3      | DVL Binary Data Format (PD4/PD5) .....                                    | 141        |
| 6.4      | DVL Output Data Format (PD4/PD5) Details .....                            | 143        |
| 6.5      | DVL Binary Data Format (PD5) .....  | 146        |
| 6.6      | DVL Output Data Format (PD5) Details .....                                | 148        |
| 6.7      | DVL Output Data Format (PD6) .....  | 149        |
| 6.8      | PD8 ASCII Output .....  | 151        |
| 6.9      | PD9 ASCII Output .....  | 152        |
| 6.10     | DVL Binary Data Format (PD10) .....                                       | 153        |
| 6.11     | DVL Output Data Format (PD10) Details .....                               | 155        |
| 6.12     | Navigator NMEA Output (PD11) .....  | 157        |
| 6.13     | Reduced Data Output Format (PD12) .....                                   | 159        |
| 6.14     | DVL Output Data Format (PD13) .....                                       | 161        |
| <b>7</b> | <b>How to Decode an ADCP Ensemble .....</b>                               | <b>163</b> |
| 7.1      | Pseudo-Code for Decoding PD0 Ensemble Data .....                          | 163        |
| 7.2      | Pseudo-Code for Decoding PD5 Ensemble Data .....                          | 164        |
| 7.3      | Example Code for Decoding BroadBand Ensembles .....                       | 165        |

## List of Figures

|            |  |     |
|------------|--|-----|
| Figure 1.  | Water-Mass Layer Processing .....  | 24  |
| Figure 2.  | ADCP Coordinate Transformation .....   | 46  |
| Figure 3.  | PT7 RSSI Bandwidth Test .....  | 66  |
| Figure 4.  | PD0 Standard Output Data Buffer Format .....                                     | 109 |
| Figure 5.  | Binary Header Data Format .....  | 110 |
| Figure 6.  | Fixed Leader Data Format .....   | 113 |
| Figure 7.  | Variable Leader Data Format .....  | 119 |
| Figure 8.  | Velocity Data Format .....   | 124 |
| Figure 9.  | Binary Correlation Magnitude, Echo Intensity, and Percent-Good Data Format ..... | 126 |
| Figure 10. | Binary Bottom-Track Data Format .....  | 132 |
| Figure 11. | Binary Reserved BIT Data Format .....  | 135 |
| Figure 12. | Binary Checksum Data Format .....  | 135 |
| Figure 13. | DVL Binary Data Format (PD3) .....   | 138 |
| Figure 14. | DVL Binary Data Format (PD4/PD5) .....   | 142 |
| Figure 15. | DVL Binary Data Format (PD5) .....   | 147 |
| Figure 16. | DVL Binary Data Format (PD10) .....  | 154 |

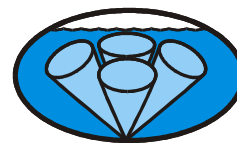
## List of Tables

|          |  |    |
|----------|--|----|
| Table 1: | WorkHorse Input Command Summary .....  | 5  |
| Table 2: | WorkHorse Factory Defaults .....       | 8  |
| Table 3: | Water-Mass Reference-Layer Modes ..... | 23 |

|           |   |     |
|-----------|---|-----|
| Table 4:  | BM4/BM5 Minimum Tracking Depths .....           | 25  |
| Table 5:  | Serial Port Control.....                        | 29  |
| Table 6:  | Baud Rate .....                                 | 30  |
| Table 7:  | Flow Control .....                              | 31  |
| Table 8:  | Retrieve Parameters .....                       | 33  |
| Table 9:  | Error Status Word .....                         | 41  |
| Table 10: | Coordinate Transformation Processing Flags..... | 45  |
| Table 11: | Sensor Source Switch Settings .....             | 47  |
| Table 12: | Data Stream Selections.....                     | 57  |
| Table 13: | Pre-Deployment Test Summary BIT Result .....    | 58  |
| Table 14: | Error Code Hex to Binary Conversion .....       | 60  |
| Table 15: | PT3 Failure .....                               | 62  |
| Table 16: | PT4 Failure .....                               | 63  |
| Table 17: | PT5 Failure .....                               | 64  |
| Table 18: | PT6 Receive Bandwidth Nominal Values .....      | 65  |
| Table 19: | Bandwidth Control.....                          | 79  |
| Table 20: | WV-command Maximum Setting .....                | 83  |
| Table 21: | Ping Weights .....                              | 87  |
| Table 22: | Water Modes .....                               | 88  |
| Table 23: | Bandwidth Control.....                          | 101 |
| Table 24: | Synchronization Parameters .....                | 102 |
| Table 25: | Sleep Mode Parameters.....                      | 104 |
| Table 26: | Header Data Format .....                        | 111 |
| Table 27: | Fixed Leader Data Format .....                  | 114 |
| Table 28: | Variable Leader Data Format .....               | 120 |
| Table 29: | Velocity Data Format.....                       | 125 |
| Table 30: | Correlation Magnitude Data Format .....         | 127 |
| Table 31: | Echo Intensity Data Format.....                 | 127 |
| Table 32: | Percent-Good Data Format .....                  | 129 |
| Table 33: | Bottom-Track Data Format.....                   | 133 |
| Table 34: | Reserved for RDI Format .....                   | 135 |
| Table 35: | Checksum Data Format .....                      | 135 |
| Table 36: | DVL Output Data Format (PD3) Details .....      | 139 |
| Table 37: | DVL Output Data Format (PD4/PD5) Details.....   | 143 |
| Table 38: | DVL Output Data Format (PD5) Details .....      | 148 |
| Table 39: | DVL Output Data Format (PD6) .....              | 149 |
| Table 40: | DVL Output Data Format (PD10) Details.....      | 155 |
| Table 41: | Reduced Data Output Format (PD12) .....         | 159 |
| Table 42: | DVL Output Data Format (PD13) .....             | 161 |
| Table 43: | Common Data Format IDs .....                    | 163 |

## **NOTES**





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# WorkHorse Commands

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## 1 Introduction to WorkHorse Commands

This guide defines the commands used by the WorkHorse Monitor, Sentinel, Mariner, Rio Grande, Navigator, and Long Ranger ADCPs. These commands ([Table 1, page 5](#)) let you set up and control the WorkHorse without using an external software program such as our *WinSC*, *Waves*, *VmDas*, and *WinRiver* programs. However, we recommend you use our software to control the WorkHorse because entering commands directly from a terminal can be difficult. Most WorkHorse settings use factory-set values ([Table 2, page 8](#)). If you change these values without thought, you could ruin your deployment. *Be sure you know what effect each command has before using it.* Call RDI if you do not understand the function of any command.

Using *WinSC* for self-contained deployments or *VmDas/Waves/WinRiver* for real-time deployments to develop the command file will ensure that the WorkHorse is set up correctly. The commands shown in [Table 1, page 5](#) directly affect the range of the ADCP, the standard deviation (accuracy) of the data, and battery usage.



**NOTE.** This guide applies to Workhorse Monitor/Sentinel/Mariner and Long Ranger firmware version 16.16, Navigator firmware 9.13, and Rio Grande firmware 10.10 or lower. When new firmware versions are released, some commands may be modified or added. Read the README file on the upgrade disk or check RDI's web site for the latest changes.

### 1.1 Data Communication and Command Format

You can enter commands with an IBM-compatible computer running RDI's *DumbTerm*. The WorkHorse communicates with the computer through an RS-232 (or RS-422) serial interface. We initially set the WorkHorse at the factory to communicate at 9600 baud, no parity, and one stop bit.

Immediately after you apply power to the WorkHorse, it enters the STANDBY mode. Sending a BREAK signal from a terminal/program awakens the WorkHorse (press **End** using *DumbTerm*). The BREAK signal must last at least 300 ms. When the WorkHorse receives a BREAK signal, it responds with a wake-up message similar to the one shown below. The WorkHorse is now ready to accept commands at the “>” prompt from either a terminal or computer program.

```
Workhorse Broadband ADCP Version 16.xx
RD Instruments (c) 1996-2000
All rights reserved.
>
```

### 1.1.1 Command Input Processing

Input commands set WorkHorse operating parameters, start data collection, run built-in tests (BIT), and asks for output data. All commands are ASCII character(s) and must end with a carriage return (CR). For example,

```
>WP0001<CR> [Your input]
```

If the entered command is valid, the WorkHorse executes the command. If the command is one that does not provide output data, the WorkHorse sends a carriage return line feed <CR> <LF> and displays a new “>” prompt. Continuing the example,

```
>WP0001<CR>      [Your original input]
>                [WorkHorse response to a valid, no-output command]
```

If you enter a valid command that produces output data, the WorkHorse executes the command, displays the output data, and then redisplay the “>” prompt. Some examples of commands that produce output data are ? (help menus), CS (start pinging), PS (system configuration data), and PA (run built-in tests).

If the command is not valid, the WorkHorse responds with an error message similar to the following.

```
>WPA<CR>                [Your input]
>WPA  ERR 002:  NUMBER EXPECTED<CR><LF> [WorkHorse response]
>
```

After correctly entering all the commands for your application, you would send the CS-command to begin the data collection cycle.

### 1.1.2 Data Output Processing

After the WorkHorse completes a data collection cycle, it sends a block of data called a *data ensemble*. A data ensemble consists of the data collected and averaged during the ensemble interval (see TE-command). A data ensemble can contain header, leader, velocity, correlation magnitude, echo intensity, percent good, and status data.

WorkHorse output data can be in either hexadecimal-ASCII (Hex-ASCII) or binary format (set by CF-command). The Hex-ASCII mode is useful when

you use a terminal to communicate with, and view data from the WorkHorse. The binary mode is useful for high-speed communication with a computer program. You would not use the binary mode to view data on a terminal because the terminal could interpret some binary data as control codes. Data is always recorded in binary format on the internal recorder.

When data collection begins, the WorkHorse uses the settings last entered (user settings) or the factory-default settings. The same settings are used for the entire deployment.

The WorkHorse automatically stores the last set of commands used in RAM. The WorkHorse will continue to be configured from RAM until it receives a CR-command or until the RAM loses its backup power. If the WorkHorse receives a CR0 it will load into RAM the command set you last stored in non-volatile memory (semi-permanent user settings) through the CK-command. If the WorkHorse receives a CR1, it will load into RAM the factory default command set stored in ROM (permanent or factory settings).

## 1.2 Firmware Updates

The firmware for Workhorse ADCPs is located on flash RAM chips on the CPU board. Firmware must be downloaded. To download new firmware, do the following steps.



**NOTE.** The CPU board must have EEPROM Parts installed to install version 16.xx or higher firmware. The firmware upgrade program checks if the ADCP is capable of upgrading to the new version of firmware.

- a. Set up the Workhorse as shown in the appropriate [ADCP User's Guide](#).
- b. Start the program WHxFW.exe (where  $x$  = the firmware version). Click **Setup**. Click the **View README.TXT** button to view the Readme.txt file for details on what is new in this version of firmware.
- c. Click **Next** and follow the on-screen prompts.
- d. If you are not able to install the new version of firmware, contact Customer Service and arrange for a CPU board replacement.
- e. After successfully upgrading the firmware, use *DumbTerm* to test the ADCP.

## 1.3 Feature Upgrades

FINSTALL.EXE is a utility program used to install the Bottom Tracking, Lowered ADCP (LADCP), Water Profiling (for Navigators), High-Resolution Water-Profiling mode, and Waves capabilities in a Workhorse ADCP. You must be using firmware version 8.17 or later (Waves requires 16.xx firmware) before using these upgrades.



**NOTE.** The upgrade disk is specific to the unit for which it was ordered. DO NOT attempt to install this feature for any other unit.

Command syntax: FINSTALL [/COMx] [/?] [XXXX.dat]

Where:

/COMx           = Use COM port x for ADCP serial connection (default COM2)  
/?               = List command syntax  
XXXX.dat       = Installation data file where XXXX is the serial number on the disk label

- a. Set up the Workhorse as shown in the appropriate [ADCP User's Guide](#).
- b. Place the firmware upgrade disk in the disk drive (usually the “A” drive).
- c. Switch to the source drive (usually “A” drive) by typing A:.
- d. Type FINSTALL /COM2 XXXX.dat

Example:

```
A:FINSTALL /COM2 1234.dat
FEATURE Installer Version 1.0
Copyright (c) 1997 by RD Instruments - All rights reserved
Waking up ADCP at COM2                AWAKE
Loading Bottom Tracking Capability      DONE
Putting ADCP back to sleep              DONE
Feature install of Bottom Tracking capabilities  COMPLETE
```

For reference, a standard WorkHorse Monitor/Sentinel includes Water Profiling. The system can be upgraded to include Bottom Track, Lowered ADCP (LADCP), High-Resolution Water-Profiling modes, and Waves.

A standard Navigator ADCP/DVL includes Bottom Track. The system can be upgraded to include Water Profiling and the High-Resolution Water-Profiling modes. Waves and Lowered ADCP (LADCP) are NOT available for Navigator ADCP/DVLs.

The Rio Grande ADCP includes Water Profiling, Bottom Track, and the High Resolution Water-Profiling modes. Waves and Lowered ADCP (LADCP) are NOT available for Rio Grande ADCPs.

A standard Long Ranger ADCP includes Water Profiling. The Long Ranger ADCP can be upgraded to include Lowered ADCP (LADCP). Bottom Track, High-Resolution Water-Profiling modes, and Waves are NOT available for Long Ranger ADCPs.

## 1.4 Command Summary

Table 1 gives a summary of the WorkHorse input commands, their format, and a brief description of the parameters they control. Table 2, page 8 lists the factory default command settings.



**NOTE.** This table shows all commands including optional feature upgrades and expert commands. To see the expert commands, you must first send the command EXPERTON. **Some commands may not be available for your ADCP.**



**NOTE.** When newer firmware versions are released, some commands may be modified or added. Read the README file on the upgrade disk or check RDI's web site for the latest changes.

**Table 1: WorkHorse Input Command Summary**

| Command            | Description   |
|--------------------|---|
| ?                  | Shows command menu (deploy or system)                                       |
| <BREAK> End        | Interrupts or wakes up WorkHorse and loads last settings used               |
| EXPERTON           | Turns expert mode on. All commands will be listed                           |
| EXPERTOFF          | Turns expert mode off.  |
| OL                 | List features/special firmware upgrades that are installed                  |
| AC                 | Output calibration data   |
| AD                 | Display factory calibration   |
| AF                 | Field calibrate compass to remove hard iron error                           |
| AR                 | Return to factory calibration   |
| AX                 | Examine compass performance   |
| AZ                 | Zero pressure sensor  |
| BA $nnn$           | Evaluation amplitude minimum (1 to 255 counts)                              |
| BB $nnnn$          | High Bandwidth Maximum Depth (dm)   |
| BC $nnn$           | Correlation Magnitude minimum (0 to 255 counts)                             |
| BD $nnn$           | Delay Before Reacquire (0 to 999 ensembles)                                 |
| BE $nnnn$          | Error velocity maximum (0 to 9999 mm/s)                                     |
| BF $nnnn$          | Depth guess (1 to 65535 dm, 0 = automatic)                                  |
| BI $nnn$           | Gain switch depth (0 to 999 meters)   |
| BK $n$             | Water-mass Layer Mode (0-Off, 1-On, 2-Lost, 3-No BT)                        |
| BL $mmm,nnnn,fff$  | Water mass layer parameters: Min Size (dm), Near (dm), Far (dm)             |
| BM $n$             | Bottom track mode (5 = Default, 4 = Default minus Coherent)                 |
| BN $x,y$           | Speed log hold/drop control (x = hold (1), clear (0), y = 0 to 999 seconds) |
| BOK                | Distance measure filter constant (0 to 100 1/100 <sup>th</sup> s)           |
| BP $nnn$           | Bottom Track Pings per Ensemble   |
| BR $n$             | Resolution (0 = 4%, 1 = 2%, 2 = 1%)   |
| BS                 | Clear distance traveled   |
| BX $nnnn$          | Maximum Tracking Depth (40 to 65535 dm)                                     |
| BZ $nnn$           | Coherent ambiguity velocity (cm/s radial)                                   |
| CA                 | Control Periodic Output   |
| CB $nnn$           | Serial port control (baud rate/parity/stop bits)                            |
| CD $abc\ def\ ghi$ | Serial data out   |
| CE                 | Retrieve Most Recent Data Ensemble  |
| CF $nnnn$          | Flow control  |
| CH $n$             | Suppress banner (0 = Display, 1 = Suppress)                                 |
| CI $nnn$           | Instrument ID (0 to 255)  |
| CK                 | Keep parameters as user defaults  |
| CL $n$             | Battery Saver Mode (0 = Do not sleep, 1 = Sleep between pings)              |
| CM $n$             | Master (0 = Off, 1 = On)  |
| CN $n$             | Save NVRAM to recorder (0 = On, 1 = Off)                                    |

Continued Next Page

**Table 1: WorkHorse Input Command Summary (continued)**

| Command               | Description   |
|-----------------------|---|
| CPn                   | Allows ADCP to be polled for data (0 = Off, 1 = On)         |
| CQnnn                 | Transmit power (0 = Low, 255 = High)                        |
| CRn                   | Retrieve parameters (0 = User, 1 = Factory)                 |
| CS or Tab             | Start pinging   |
| CTn                   | Turnkey operation (0 = Off, 1 = On)                         |
| CXn                   | Enables/disables the low latency trigger (0 = Off, 1 = On)  |
| CYn                   | Clear error status word (0 = Clear, 1 = Display)            |
| CZ                    | Power down WorkHorse  |
| DBx,y,z               | RS-485 port control   |
| DS                    | Load speed of sound with SVSS sample                        |
| DWx                   | Current ID on RS-485 bus (0 to 31)                          |
| DX                    | Set SVSS to raw mode  |
| DY                    | Set SVSS to real mode                                       |
| DZ                    | Get single scan from SVSS                                   |
| EA±nnnn               | Heading alignment (-179.99 to 180.00 degrees)               |
| EB±nnnn               | Heading bias (-179.99 to 180.00 degrees)                    |
| ECnnnn                | Speed of Sound (1400 to 1600 m/s)                           |
| EDnnnn                | Transducer Depth (0 to 65535 dm)                            |
| EHnnnn                | Heading (000.00 to 359.99 degrees)                          |
| EP±nnnn               | Pitch (-20.00 to +20.00 degrees)                            |
| ER±nnnn               | Roll (-20.00 to +20.00 degrees)                             |
| ESnn                  | Salinity (0 to 40 parts per thousand)                       |
| ET±nnnn               | Temperature (-5.00 to +40.00 degrees C)                     |
| EXnnnn                | Coordinate Transformation (Xform:Type; Tilts; 3Bm; Map)     |
| EZnnnnnn              | Sensor Source (C;D;H;P;R;S;T)                               |
| FC                    | Clear Fault Log   |
| FD                    | Display Fault Log   |
| HAnnn                 | Waves false target threshold (fish rejection)               |
| HBnn                  | Number of automatically choosen bins (20 Max)               |
| HDnnn nnn nnn         | Waves selected data (Vel;Pres;Surf ;; ;)                    |
| HPnnnn                | Number of pings per record                                  |
| HRhh:mm:ss.ff         | Time between wave bursts (hh:mm:ss.ff)                      |
| HSnnn,nnn,nnn,nnn,nnn | Bins selected for directional wave data recording           |
| HThh:mm:ss.ff         | Time between wave pings (hh:mm:ss.ff)                       |
| HVnnn,nnn,nnn,nnn,nnn | Bins selected for velocity spectrum data recording          |
| LDnnn nnn nnn         | Data out (Vel;Cor;Amp PG;St;P0 P1;P2;P3)                    |
| LFnnnn                | Blank after transmit (cm)                                   |
| LJn                   | Receiver gain select (0 = Low, 1 = High)                    |
| LNnnn                 | Number of depth cells (1-128)                               |
| LPnnnn                | Pings per Ensemble (0 to 16384)                             |
| LSnnnn                | Depth Cell Size (cm)  |
| LVnnn                 | Ambiguity Velocity (cm/s radial)                            |
| LWn                   | Band Width Control (0 = Wide, 1 = Narrow)                   |
| LZnnn,nnn             | Amp, Corr Thresholds (0 to 255)                             |
| PA                    | Pre-deployment tests  |
| PBx,y,z               | PD12 bin select   |
| PC1                   | Beam Continuity Built-in test                               |
| PC2                   | Display Heading, Pitch, Roll, and Orientation Built-in test |
| PDn                   | Data stream select (0 to 12)                                |
| PEnnnn                | PD12 ensemble select (0 to 65535)                           |
| PF                    | Pre-deployment test summary                                 |
| PM                    | Distance measurement facility                               |
| POabcd                | PD12 velocity component select                              |
| PS0                   | Display System Configuration                                |
| PS3                   | Display Instrument Transformation Matrix                    |
| PTnnn                 | Built-In test (0 to 200)                                    |
| RA                    | Number of deployments                                       |
| RB                    | Recorder built-in test                                      |

**Table 1: WorkHorse Input Command Summary (continued)**

| Command                | Description  |
|------------------------|--|
| RDxxxx                 | Create recorder file (RDOPEN, RDCLOSE)   |
| RE ErAsE               | Erase recorder   |
| RF                     | Recorder free space (Bytes)  |
| RIn                    | Deployment auto increment (0 = Append, 1 = New File)                               |
| RN                     | Set deployment name  |
| RR                     | Show recorder file directory   |
| RS                     | Recorder free space (Megabytes)  |
| RY                     | Upload recorder files  |
| SAXyz                  | Synchronize before/after ping/ensemble   |
| Slnnnn                 | Synchronization interval (0 to 65535 s)  |
| SMn                    | RDS3 mode select (0 = Off, 1 = Master, 2 = Slave)                                  |
| SSx                    | RDS3 sleep mode (0 = No Sleep, 1 = Sleep)  |
| STn                    | Slave timeout (0 to 10800 seconds)   |
| SWn                    | Synchronization delay (0m to 65535 (1/10 milliseconds))                            |
| TBhh:mm:ss.ff          | Time per burst   |
| TCnnnn                 | Ensemble per burst (0 to 65535)  |
| TEhh:mm:ss.ff          | Time per ensemble (hours:minutes:seconds.100 <sup>th</sup> of seconds)             |
| TFyy/mm/dd, hh:mm:ss   | Time of first ping (year/month/day, hour:minute:second)                            |
| TGccyy/mm/dd, hh:mm:ss | Time of first ping (Y2k compatible) (century year/month/day, hour:minute:second)   |
| TPmm:ss.ff             | Time between pings (minutes:seconds.100 <sup>th</sup> of seconds)                  |
| TSyy/mm/dd, hh:mm:ss   | Set real-time clock (year/month/day, hour:minute:second)                           |
| TTccyy/mm/dd, hh:mm:ss | Set real-time clock (Y2k compatible) (century year /month/day, hour:minute:second) |
| WAAnnn                 | False target threshold maximum (0 to 255 counts)                                   |
| WBn                    | Mode 1 Bandwidth Control (0 = Wide, 1 = Narrow)                                    |
| WCnnn                  | Low correlation threshold (0 to 255 counts)  |
| WDnnn nnn nnn          | Data Out (Vel;Cor;Amp PG;St;P0 P1;P2;P3)   |
| WEnnnn                 | Error correlation threshold (0 to 5000 mm/s)                                       |
| WFnnnn                 | Blank after transmit (0 to 9999 cm)  |
| WIn                    | Clip data past bottom (0 = Off, 1 = On)  |
| WJn                    | Receiver gain select (0 = Low, 1 = High)   |
| WLsss,eee              | Water reference layer  |
| WMn                    | Water Profiling mode (1, 5, 8)   |
| WNnnn                  | Number of depth cells (1 to 128)   |
| WPnnnn                 | Pings per ensemble (0 to 16384)  |
| WQn                    | Sample ambient sound (0 = Off, 1 = On)   |
| WSnnnn [min, max]      | Depth cell size (20 to 800 (300kHz), 10 to 800 (600kHz), 5 to 400 (1200kHz))       |
| WTnnnn                 | Transmit length (0 to 3200 cm)   |
| WUn                    | Ping weight (0 = Box, 1 = Triangle)  |
| WVnnn                  | Ambiguity velocity (002 to 480 cm/s radial)  |
| WZnnn                  | Mode 5 ambiguity velocity (0 to 999 cm/s)  |

**Table 2: WorkHorse Factory Defaults**

| Command | 75 kHz              | 300 kHz             | 600 kHz             | 1200 kHz            | 2400 kHz            |
|---------|---------------------|---------------------|---------------------|---------------------|---------------------|
| BA      | Not Available       | 030                 | 030                 | 030                 | 030                 |
| BB      | Not Available       | 0320                | 160                 | 60                  | 20                  |
| BC      | Not Available       | 220                 | 220                 | 220                 | 220                 |
| BD      | Not Available       | 000                 | 000                 | 000                 | 000                 |
| BE      | Not Available       | 1000                | 1000                | 1000                | 1000                |
| BF      | Not Available       | 00000               | 00000               | 00000               | 00000               |
| BI      | Not Available       | 020                 | 010                 | 005                 | 001                 |
| BK      | Not Available       | 0                   | 0                   | 0                   | 0                   |
| BL      | Not Available       | 160,0320,0480       | 80,160,240          | 40,60,100           | 20,20,40            |
| BM      | Not Available       | 5                   | 5                   | 5                   | 6                   |
| BN      | Not Available       | 0,25                | 0,25                | 0,25                | 0,25                |
| BO      | Not Available       | 25                  | 25                  | 25                  | 25                  |
| BP      | Not Available       | 000                 | 000                 | 000                 | 000                 |
| BR      | Not Available       | 0                   | 0                   | 0                   | 0                   |
| BX      | Not Available       | 02000               | 1250                | 450                 | 150                 |
| BZ      | Not Available       | 004                 | 004                 | 004                 | 004                 |
| CB      | 411                 | 411                 | 411                 | 411                 | 411                 |
| CD      | 000 000 000         | 000 000 000         | 000 000 000         | 000 000 000         | 000 000 000         |
| CF      | 11111               | 11111               | 11111               | 11111               | 11111               |
| CH      | 0                   | 0                   | 0                   | 0                   | 0                   |
| CI      | 000                 | 000                 | 000                 | 000                 | 000                 |
| CL      | 1                   | 1                   | 1                   | 1                   | 1                   |
| CM      | 0                   | 0                   | 0                   | 0                   | 0                   |
| CN      | 0                   | 0                   | 0                   | 0                   | 0                   |
| CP      | 0                   | 0                   | 0                   | 0                   | 0                   |
| CQ      | 255                 | 255                 | 255                 | 255                 | 255                 |
| CT      | 0                   | 0                   | 0                   | 0                   | 0                   |
| CX      | 0                   | 0                   | 0                   | 0                   | 0                   |
| DB      | 611                 | 611                 | 611                 | 611                 | 611                 |
| DW      | 0                   | 0                   | 0                   | 0                   | 0                   |
| EA      | +00000              | +00000              | +00000              | +00000              | +00000              |
| EB      | +00000              | +00000              | +00000              | +00000              | +00000              |
| EC      | 1500                | 1500                | 1500                | 1500                | 1500                |
| ED      | 00000               | 00000               | 00000               | 00000               | 00000               |
| EH      | 00000               | 00000               | 00000               | 00000               | 00000               |
| EP      | +0000               | +0000               | +0000               | +0000               | +0000               |
| ER      | +0000               | +0000               | +0000               | +0000               | +0000               |
| ES      | 35                  | 35                  | 35                  | 35                  | 35                  |
| ET      | +2500               | +2500               | +2500               | +2500               | +2500               |
| EX      | 11111               | 11111               | 11111               | 11111               | 11111               |
| EZ      | 1111101             | 1111101             | 1111101             | 1111101             | 1111101             |
| HA      | 255                 | 255                 | 255                 | 255                 | 255                 |
| HB      | 05                  | 05                  | 05                  | 05                  | 05                  |
| HD      | 111000000           | 111000000           | 111000000           | 111000000           | 111000000           |
| HP      | 0000                | 0000                | 0000                | 0000                | 0000                |
| HR      | 01:00:00.00         | 01:00:00.00         | 01:00:00.00         | 01:00:00.00         | 01:00:00.00         |
| HS      | 001,010,021,022,023 | 001,010,021,022,023 | 001,010,021,022,023 | 001,010,021,022,023 | 001,010,021,022,023 |
| HT      | 00:00:00.50         | 00:00:00.50         | 00:00:00.50         | 00:00:00.50         | 00:00:00.50         |
| HV      | 001,010,021,022,023 | 001,010,021,022,023 | 001,010,021,022,023 | 001,010,021,022,023 | 001,010,021,022,023 |
| LD      | 111 100 000         | 111 100 000         | 111 100 000         | 111 100 000         | 111 100 000         |

Continued Next Page



**Table 2: WorkHorse Factory Defaults (continued)**

| Command        | 75 kHz         | 300 kHz        | 600 kHz        | 1200 kHz        | 2400 kHz        |
|----------------|----------------|----------------|----------------|-----------------|-----------------|
| LF             | 0704           | 0176           | 0088           | 0044            | 0022            |
| LJ             | 1              | 1              | 1              | 1               | 1               |
| <b>Command</b> | <b>75 kHz</b>  | <b>300 kHz</b> | <b>600 kHz</b> | <b>1200 kHz</b> | <b>2400 kHz</b> |
| LN             | 030            | 030            | 030            | 030             | 030             |
| LP             | 00000          | 00000          | 00000          | 00000           | 00000           |
| LS             | 1600           | 0400           | 0200           | 0100            | 0050            |
| LV             | 175            | 175            | 175            | 175             | 175             |
| LW             | 1              | 1              | 1              | 1               | 1               |
| LZ             | 030,220        | 030,220        | 030,220        | 030,220         | 030,220         |
| PB             | 01,00,1        | 01,00,1        | 01,00,1        | 01,00,1         | 01,00,1         |
| PD             | 00             | 00             | 00             | 00              | 00              |
| PE             | 00001          | 00001          | 00001          | 00001           | 00001           |
| PO             | 1111           | 1111           | 1111           | 1111            | 1111            |
| SA             | 001            | 001            | 001            | 001             | 001             |
| SI             | 00000          | 00000          | 00000          | 00000           | 00000           |
| SM             | 0              | 0              | 0              | 0               | 0               |
| SS             | 0              | 0              | 0              | 0               | 0               |
| ST             | 00000          | 00000          | 00000          | 00000           | 00000           |
| SW             | 00000          | 00000          | 00000          | 00000           | 00000           |
| TB             | 00:00:00.00    | 00:00:00.00    | 00:00:00.00    | 00:00:00.00     | 00:00:00.00     |
| TC             | 00000          | 00000          | 00000          | 00000           | 00000           |
| TE             | 01:00:00.00    | 01:00:00.00    | 01:00:00.00    | 01:00:00.00     | 01:00:00.00     |
| TP             | 01:20.00       | 01:20.00       | 01:20.00       | 01:20.00        | 01:20.00        |
| WA             | 050            | 050            | 050            | 050             | 050             |
| WB             | 1              | 0              | 0              | 0               | 0               |
| WC             | 064            | 064            | 064            | 064             | 064             |
| WD             | 111 100 000    | 111 100 000    | 111 100 000    | 111 100 000     | 111 100 000     |
| WE             | 2000           | 2000           | 2000           | 2000            | 2000            |
| WF             | 0704           | 0176           | 0088           | 0044            | 0022            |
| WI             | 0              | 0              | 0              | 0               | 0               |
| WJ             | 1              | 1              | 1              | 1               | 1               |
| WL             | 001,005        | 001,005        | 001,005        | 001,005         | 001,005         |
| WM             | 1              | 1              | 1              | 1               | Not Available   |
| WN             | 030            | 030            | 030            | 030             | 030             |
| WP             | 00045          | 00045          | 00045          | 00045           | 00045           |
| WQ             | 0              | 0              | 0              | 0               | 0               |
| WS             | 1600 [80,3200] | 0400 [20,1600] | 0200 [10,800]  | 0100[5,400]     | 0050 [5,200]    |
| WT             | 0000           | 0000           | 0000           | 0000            | 0000            |
| WU             | 0              | 0              | 0              | 0               | 0               |
| WV             | 175            | 175            | 175            | 175             | 175             |
| WZ             | 010            | 010            | 010            | 010             | Not Available   |



**NOTE.** The highlighted commands have frequency dependent defaults.

## 2 Command Descriptions

Each listing includes the command's purpose, format, default setting (if applicable) range, recommended setting, and description. When appropriate, we include amplifying notes and examples. If a numeric value follows the command, the WorkHorse uses it to set a processing value (time, range, percentage, processing flags). All measurement values are in metric units (mm, cm, and dm).

### ? – Help Menus

|             |  |
|-------------|--|
| Purpose     | Lists the major help groups.   |
| Format      | <i>x?</i> (see description)  |
| Description | Entering <u>?</u> by itself displays all command groups. To display help for one command group, enter <u><i>x?</i></u> , where <i>x</i> is the command group you wish to view. When the WorkHorse displays the help for a command group, it also shows the format and present setting of those commands. To see the help or setting for one command, enter the command followed by a question mark. For example, to view the WP-command setting enter <u>WP?</u> . |
| Examples    | See below.   |

```
[BREAK Wakeup A]
```

```
WorkHorse Broadband ADCP Version 16.07
RD Instruments (c) 1996-2000
All Rights reserved.
>?
Available Menus:
DEPLOY? ----- Deployment Commands
SYSTEM? ----- System Control, Data Recovery and Testing Commands

Available Commands:

C? ----- CONTROL Commands
E? ----- ENVIRONMENTAL SENSORS Commands
P? ----- PERFORMANCE Commands
S? ----- RDS^3 SYNCHRONIZATION Commands
T? ----- TIMING Commands
W? ----- WATER PROFILING Commands
R? ----- RECORDER Commands
A? ----- SENSOR/COMPASS Commands
O? ----- FEATURE Commands
D? ----- APPLIED MICROSYSTEMS Commands
?? ----- DISPLAY Quick Menus
>
```

## Break

Purpose Interrupts WorkHorse without erasing present settings.

Format <BREAK>



**Recommended Setting.** Use as needed.

Description A BREAK signal interrupts WorkHorse processing. It is leading-edge triggered and must last at least 300 ms. A BREAK initializes the system, sends a wake-up (copyright) message, and places the WorkHorse in the DATA I/O mode. The BREAK command does not erase any settings or data. Using *WinSC*, pressing the **End** key sends a BREAK.

Example <BREAK>

```
[BREAK Wakeup A]
```

```
WorkHorse Broadband ADCP Version 16.07
RD Instruments (c) 1996-2000
All Rights reserved.
>?
```

## Expert Mode

Purpose Turns on or off the expert mode.

Format expertoff, experton



**Recommended Setting.** Use as needed.

Description When the Expert Off command is used, it limits the amount of commands displayed on the help menu. When the expert mode is turned off, all commands are still available (to ensure software compatibility) but do not display. The Expert On command shows all of the available commands in the help menu.

Examples See below.

```
expertoff
Expert Mode is Off
>
```

```
experton
Expert Mode is On
>
```

## OL - Features

Purpose Lists special firmware upgrades that are installed.

Format OL



**Recommended Setting.** Use as needed.

Description Lists special features that are installed. See [“Feature Upgrades,” page 4](#) for information on how to install additional capability in your WorkHorse.

Examples See below.

```
>ol                                FEATURES
-----
Feature                            Installed
-----
Bottom Track                        Yes
Water Profile                       Yes
High Resolution Water Modes        No
Lowered ADCP                       No
Waves Gauge Acquisition            No
See your technical manual or contact RDI for information on how to
install additional capability in your WorkHorse.
```

## 2.1 Compass Commands

The main reason for compass calibration is battery replacement. Each new battery carries a different magnetic signature. The compass calibration algorithm corrects for the distortions caused by the battery to give you an accurate measurement.

### 2.1.1 Standard Compass Commands

This section lists the most often used compass commands.

#### *AF – Field Calibrate Compass*

Purpose            Calibrates the compass to remove hard and soft iron effects.

Format            AF



**Recommended Setting.** Use as needed. The compass must be calibrated if the batteries have been replaced.

Description    The built-in automated compass calibration procedures are similar to the alignment verification, but requires three rotations instead of one. The WorkHorse uses the first two rotations to compute a new calibration matrix and the third to verify the calibration. It will not accept the new matrix unless the calibration was carried out properly, and it asks you to verify that you want to use the new calibration if it is not as good as the previous calibration. While you are turning the WorkHorse for the two calibration rotations, the WorkHorse checks the quality of the previous calibration and displays the results. It compares these results with the results of the third calibration rotation.

There are two compass calibrations to choose from; one only corrects for hard iron while the other corrects for both hard and soft iron characteristics for materials rotating with the ADCP. Hard iron effects are related to residual magnetic fields and cause single cycle errors while soft iron effects are related to magnetic permeability that distorts the earth's magnetic field and causes double cycle errors. In general, the hard iron calibration is recommended because the effect of hard iron dominates soft iron. If a large double cycle error exists, then use the combined hard and soft iron calibration.



**NOTE.** For details on compass alignment, see the ADCP User's Guide.

## AR – Return to Factory Calibration

Purpose Returns to the factory calibration matrix.

Format AR



**Recommended Setting.** Use as needed.

Description If the calibration procedure is not successful (AF-command), return your WorkHorse to the original factory calibration, by using the AR-command. Try using the AR-command if you have trouble calibrating your compass. In some circumstances, a defective compass calibration matrix can prevent proper calibration.

## AX – Examine Compass Calibration

Purpose Used to verify the compass calibration.

Format AX



**Recommended Setting.** Use as needed.

Description Compass calibration verification is an automated built-in test that measures how well the compass is calibrated. The procedure measures compass parameters at every 5° of rotation for a full 360° rotation. When it has collected data for all required directions, the WorkHorse computes and displays the results. Pay particular attention to the Overall Error.

Example >AX

```
-----
                        RDI Compass Error Estimating Algorithm

Press any key to start taking data after the instrument is setup.
Rotate the unit in a plane until all data samples are acquired...
rotate less than 5°/sec. Press Q to quit.

  N      NE      E      SE      S      SW      W      NW      N
  ^      ^      ^      ^      ^      ^      ^      ^      ^
*****
Accumulating data ...
Calculating compass performance ...

                        >>> Total error:   1.5° <<<

Press D for details or any other key to continue...

HEADING ERROR ESTIMATE FOR THE CURRENT COMPASS CALIBRATION:

OVERALL ERROR:
    Peak Double + Single Cycle Error (should be < 5°):  ± 1.55°
```

## DETAILED ERROR SUMMARY:

|   |                  |
|---|------------------|
| Single Cycle Error:                         | $\pm 1.54^\circ$ |
| Double Cycle Error:                         | $\pm 0.07^\circ$ |
| Largest Double plus Single Cycle Error:     | $\pm 1.61^\circ$ |
| RMS of 3rd Order and Higher + Random Error: | $\pm 0.31^\circ$ |

|                |                |                     |              |
|----------------|----------------|---------------------|--------------|
| Orientation:   | Down           |                     |              |
| Average Pitch: | $-19.29^\circ$ | Pitch Standard Dev: | $0.28^\circ$ |
| Average Roll:  | $-0.59^\circ$  | Roll Standard Dev:  | $0.31^\circ$ |

Successfully evaluated compass performance for the current compass calibration.

Press any key to continue...

### AZ – Zero Pressure Sensor

Purpose       Zeros the pressure sensor.

Format       AZ



**Recommended Setting.** Use as needed.

Description   This command zeros the pressure sensor at the specific location where the ADCP will be used.

## 2.1.2 Expert Compass Commands

This section lists the less often used compass commands.

### AC – Output Active Calibration Data

Purpose Outputs active fluxgate and tilt calibration data.



**NOTE.** The AC command is not available for Navigator ADCP/DVLs.

Format AC



**Recommended Setting.** Use as needed.

Description The AC command is identical to the AD command except that the AC command doesn't prompt the user for Factory or Active Calibration data; it assumes active. The AC Command doesn't prompt the user to "press any key to continue..." when the screen is full.

Example See below

>ac

```

ACTIVE FLUXGATE CALIBRATION MATRICES in NVRAM
Calibration date and time: 4/6/2000 11:00:29
S inverse
+
Bx | 2.8071e-01 -2.8343e-01 -3.8045e-02 1.1574e-02 |
By | 8.6383e-04 1.8275e-03 -3.8555e-01 2.9522e-03 |
Bz | -1.3365e-01 -1.2769e-01 4.9614e-03 -2.2870e-01 |
Err | 3.5561e-01 3.3613e-01 -6.3830e-04 -3.9550e-01 |
+

Coil Offset
+
| 3.4253e+04 |
| 3.5362e+04 |
| 3.5650e+04 |
| 3.3749e+04 |
+

Electrical Null
+
| 34575 |
+

TILT CALIBRATION MATRICES in NVRAM
Calibration date and time: 4/6/2000 10:58:42
Average Temperature During Calibration was 26.6 °C

Up Down
+
Roll | -3.2219e-07 -1.1456e-05 | | 4.2529e-07 1.6306e-05 |
Pitch | -1.1477e-05 8.4276e-08 | | -1.6188e-05 1.9917e-07 |
+

Offset | 3.2400e+04 3.2470e+04 | | 3.0128e+04 3.2002e+04 |
+

Null | 33336 |
+

```



**AD – Display Factory or Active Calibration Data**

Purpose        Displays factory calibration or active calibration data.

Format        AD



**Recommended Setting.** Use as needed.

Description    Displays factory calibration or active calibration data.

Example        >AD

Display factory calibration data or active calibration data [f or a]?a

ACTIVE FLUXGATE CALIBRATION MATRICES in FLASH  
Calibration date and time: 3/8/1996 09:53:42  
S inverse

|     |             |             |             |             |
|-----|-------------|-------------|-------------|-------------|
| Bx  | 2.9102e-01  | 2.6325e-01  | 2.1267e-02  | 4.0145e-01  |
| By  | 2.7342e-01  | 2.5335e-01  | -4.8691e-02 | -3.9508e-01 |
| Bz  | -1.8192e-01 | 2.0180e-01  | 2.3319e-01  | -2.7045e-02 |
| Err | 3.9761e-01  | -3.9925e-01 | 6.4865e-01  | -6.0795e-02 |

Coil Offset

|            |
|------------|
| 3.5076e+04 |
| 3.3277e+04 |
| 3.2996e+04 |
| 3.3953e+04 |

Electrical Null

|       |
|-------|
| 33901 |
|-------|

press any key to continue...

TILT CALIBRATION MATRICES in FLASH  
Calibration date and time: 12/28/1995 08:13:29  
Average Temperature During Calibration was 23.4° C

Up

Down

|        | Up          |             | Down        |            |
|--------|-------------|-------------|-------------|------------|
| Roll   | -2.1990e-05 | -2.8379e-05 | 2.6648e-05  | 3.4953e-05 |
| Pitch  | -2.9185e-05 | 2.2630e-05  | -3.5895e-05 | 2.8521e-05 |
| Offset | 3.1747e+04  | 3.0144e+04  | 3.0434e+04  | 3.2971e+04 |
| Null   | 33408       |             |             |            |

## 2.2 Bottom Track Commands



**NOTE.** Bottom Track is a feature upgrade for WorkHorse Monitor and Sentinel ADCPs (see “[Feature Upgrades](#),” page 4). Contact RDI for information on how to install Bottom Track capability in your WorkHorse.



**NOTE.** Bottom Track is not available for Long Ranger ADCPs.

The Rio Grande, Navigator, and Mariner ADCPs use these commands for bottom-tracking applications. Bottom track commands tell the ADCP to collect speed-over-bottom data and detected range-to-bottom data. If the ADCP were facing UP, all bottom-track information would apply to the surface boundary instead of the bottom boundary. The default state of bottom tracking is on (BP001) for Rio Grande, and Navigator ADCP/DVLs. Sending a BP0 command turns off the bottom-tracking process.

### 2.2.1 Standard Bottom Track Commands

This section lists the most often used Bottom Track commands.

#### *BP – Bottom-Track Pings Per Ensemble*

|         |  |
|---------|--|
| Purpose | Sets the number of bottom-track pings to average together in each data ensemble. |
| Format  | BP $nnn$   |
| Range   | $nnn = 0$ to 999 pings   |
| Default | BP001 (for Rio Grande and Navigator ADCP/DVLs)                                   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |  |
|-------------|--|
| Description | BP sets the number of bottom-track pings to average together in each ensemble before sending/recording bottom-track data.  |
| Notes       | The ADCP interleaves bottom-track pings with water-track pings (see TP-command). If BP = zero, the ADCP does not collect bottom-track data. The ADCP automatically extends the ensemble interval (TE) if $BP \times TP > TE$ . |



**NOTE.** When using *VmDas* with Workhorse ADCPs that **do not** support bottom tracking, the BP command will fail on those Workhorses. This is OK if the **ADCP Setup Options** generates the BP command, but a failed command in the command file aborts processing of the command file. The BP command should be removed from the command file in this case. See the [VmDas User's Guide](#) for details.

***BX – Maximum Tracking Depth***

|         |  |
|---------|--|
| Purpose | Sets the maximum tracking depth in bottom-track mode.                    |
| Format  | BXnnnn   |
| Range   | nnnn = 10 to 65535 decimeters (meters x 10)                              |
| Default | BX2500 (300 kHz), BX1250 (600 kHz), BX0450 (1200 kHz), BX0150 (2400 kHz) |



**Recommended Setting.** Set BX to a depth slightly greater than the expected maximum depth.

|             |  |
|-------------|--|
| Description | The BX-command sets the maximum tracking depth used by the ADCP during bottom tracking. This prevents the ADCP from searching too long and too deep for the bottom, allowing a faster ping rate when the ADCP loses track of the bottom. If the bottom-track water reference layer is in use (BK > 0), BX must be greater than the Far Layer Boundary (BLmmm,nnnn,ffff), or the ADCP sends Error Code 012. |
| Example     | If you know the maximum depth in the deployment area is 20 meters (200 decimeters), set BX to a value slightly larger than 200 dm, say 210 dm, instead of the default 1250 dm. Now if the ADCP loses track of the bottom, it will stop searching for the bottom at 210-dm (21 m) rather than spend time searching down to 125-dm (125 m), which is the maximum bottom-tracking range.                      |

## 2.2.2 Expert Bottom Track Commands

This section lists the less often used Bottom Track commands.

### *BA - Evaluation Amplitude Minimum*

|         |  |
|---------|--|
| Purpose | Sets the minimum value for valid bottom detection. |
| Format  | BA $nnn$   |
| Range   | $nnn = 1$ to 255 counts                            |
| Default | BA30   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |  |
|-------------|--|
| Description | BA sets the minimum amplitude of an internal bottom-track filter that determines bottom detection. Reducing BA increases the bottom-track detection range, but also may increase the possibility of false bottom detections. |
|-------------|--|

### *BB – High Bandwidth Maximum Depth*

|         |   |
|---------|---|
| Purpose | This command lets the user define the depth at which the ADCP switches between 25% and 50% bandwidth. |
| Format  | BB $nnnn$   |
| Range   | $nnnn = 0$ to 9999 dm   |
| Default | BB0320 (300 kHz), BB160 (600 kHz), BB60 (1200 kHz), BB20 (2400 kHz)                                   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |   |
|-------------|---|
| Description | This command lets the user define the depth at which the ADCP switches between 25% and 50% bandwidth. A setting of zero disables 50% bandwidth. A setting of 9999 disables 25% bandwidth. |
|-------------|---|

***BC - Correlation Magnitude Minimum***

|         |   |
|---------|---|
| Purpose | Sets minimum correlation magnitude for valid velocity data. |
| Format  | BC $nnn$  |
| Range   | $nnn = 0$ to 255 counts                                     |
| Default | BC220   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |   |
|-------------|---|
| Description | Sets a minimum threshold for good bottom-track data. The ADCP flags as bad any bottom-track data with a correlation magnitude less than this value. |
| Note        | A count value of 255 is a perfect correlation (i.e. solid target)   |

***BD - Delay before Reacquire***

|         |  |
|---------|--|
| Purpose | Sets a delay period before trying to reacquire the bottom. |
| Format  | BD $nnn$   |
| Range   | $nnn = 0$ to 999 ensembles                                 |
| Default | BD0  |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |  |
|-------------|--|
| Description | BD sets the number of ADCP ensembles to wait after losing the bottom before trying to track it again. In effect, BD reduces the number of bottom-track pings and increases the water-track ping rate when the bottom becomes out of range. If the ADCP loses track of the bottom, it immediately transmits a series of search pings. If the ADCP can not find the bottom after 16 pings, it will then wait BD ensembles before starting the search sequence again. |
| Examples    | If BD = 10, the ADCP waits 10 ADCP ensembles after the automatic search sequence before beginning the search sequence again. If BD = 0 (default), the ADCP continually tries to find the bottom.   |

**BE - Error Velocity Maximum**

|         |   |
|---------|---|
| Purpose | Sets maximum error velocity for good bottom-track water-current data. |
| Format  | BE $nnnn$   |
| Range   | $nnnn = 0$ to 9999 mm/s   |
| Default | BE1000  |



**Recommended Setting.** The default setting for this command is recommended for most applications.



**CAUTION.** The default setting is set purposely high and as a result effectively disabled. We recommend extreme caution and testing before changing this setting. **Data rejected by this command is lost and cannot be regained.**

**Description** The ADCP uses this parameter to determine good bottom-track velocity data. If the error velocity is greater than this value, the ADCP marks as bad all four beam velocities (or all four coordinate velocities, if transformed). If three beam solutions are allowed (see EX-command) and only three beams are good, then the data is accepted since four good beams are needed for error velocity calculation.

**BF - Depth Guess**

|         |   |
|---------|---|
| Purpose | Sets a “best-guess” of expected bottom range for internal calculations. |
| Format  | BF $nnnnnn$   |
| Range   | $nnnnnn = 1$ to 65535 dm (0 = automatic)                                |
| Default | BF0   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** When set to a non-zero value, the ADCP transmits a fixed pulse based on a given bottom range. This is useful for applications with fixed range bottoms. The command reduces the amount of time the ADCP uses to search for the bottom if lost.



**CAUTION.** If improperly set, the ADCP may not bottom-track at all if the bottom range varies from the input range.

**BI - Gain Switch Depth**

|         |   |
|---------|---|
| Purpose | Selects the maximum vertical distance from the transducer to the bottom at which the ADCP operates at low gain. |
| Format  | BI $nnn$  |
| Range   | $nnn = 0$ to 999 meters   |
| Default | BI020 (300 kHz), BI010 (600 kHz), BI005 (1200kHz), BI001 (2400kHz)  |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |   |
|-------------|---|
| Description | When the vertical range to the bottom is less than BI, the unit operates in low gain. When the vertical range is greater than BI, internal logic determines which gain (low or high) is optimal. In high backscatter areas, it may be necessary to raise this setting in order to detect bottom throughout the range of the system. |
|-------------|---|

**BK - Water-Mass Layer Mode**

|         |   |
|---------|---|
| Purpose | Selects the ping frequency of the water-mass layer ping |
| Format  | BK $n$  |
| Range   | $n = 0$ to 3  |
| Default | BK0   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |  |
|-------------|--|
| Description | BK selects how often the ADCP performs a water-mass layer ping while bottom tracking. The number of water-mass layer pings per ensemble is dependent on the BP-command (bottom pings per ensemble) and this command setting. Use the BL-command to set the location of the water-mass layer. |
|-------------|--|

**Table 3: Water-Mass Reference-Layer Modes**

| Command | Description  |
|---------|--|
| BK0     | Disables the water-mass layer ping.  |
| BK1     | Sends a water-mass layer ping after every bottom-track ping (exception if BW > 0, see BW command). Note; the BW command is only available for WorkHorse Navigator ADCP/DVLs. |
| BK2     | Sends a water-mass layer ping after every bottom-track ping that is unable to find the bottom.   |
| BK3     | Disables the bottom-track ping and enables the water-mass ping.  |

**BL - Water-Mass Layer Parameters**

|         |  |
|---------|--|
| Purpose | Sets bottom-track water-mass layer boundaries and minimum layer size.  |
| Format  | BLmmm,nnnn,ffff  |
| Range   | mmm = Minimum Layer Size (0 - 999 decimeters) [meters x 10]<br>nnnn = Near Layer Boundary (0 - 9999 decimeters) [meters x 10]<br>ffff = Far Layer Boundary (0 - 9999 decimeters) [meters x 10] |
| Default | BL160,320,480 (300 kHz), BL80,160,240 (600 kHz),<br>BL40,60,100 (1200kHz), BL20,20,40 (2400kHz)  |

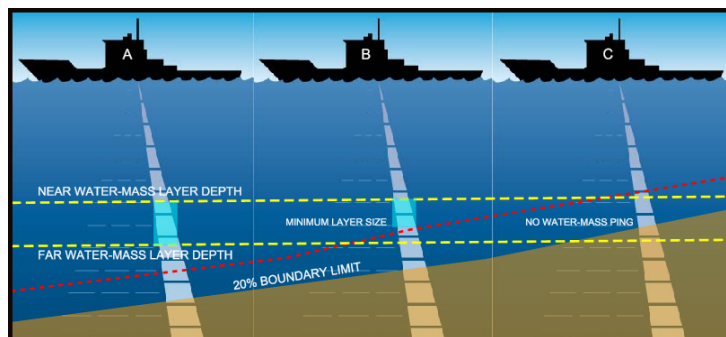


**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** The BL-command sets a water-mass layer. You can use this layer as a reference point when the bottom is out of range or is incorrect. Water-mass layer output data are available when both BK - Water-Mass Layer Mode and BP - Bottom-Track Pings Per Ensemble are nonzero values, and the bottom must be at least the Minimum Layer Size + Near Layer Boundary + 20% of the reported depth away from the transducer. The Far Layer Boundary (ffff) must be less than the maximum profiling distance or the ADCP sends Error Code 011.

The user-defined water-mass layer is used unless the layer comes within 20% of the water boundary (sea floor for down-looking systems; surface for up-looking systems). As the user-defined water-mass layer comes within 20% of the boundary (Figure 1, B), the layer compresses in size until the minimum water-mass layer size is reached. When the boundary moves closer to the transducer (Figure 1, C), no water mass ping will be sent.

**Note** The water-mass layer is operational only if BP > zero and BK > zero.



**Figure 1. Water-Mass Layer Processing**



**BM - Bottom-Track Mode**

|         |  |
|---------|--|
| Purpose | Sets the bottom-track mode.  |
| Format  | BM $n$   |
| Range   | $n = 4, 5$ , (see description), 6 (only available for Navigator ADCP/DVLs) |
| Default | BM5 (300, 600, and 1200 kHz), BM6 (2400 kHz)                               |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** Bottom-Track Mode 4 uses the correlation side-peak position to resolve velocity ambiguities. It lengthens the lag at a pre-determined depth to improve variance.

Bottom-Track Mode 5 is similar to Bottom-Track Mode 4, but has a lower variance in shallow water by a factor of up to four. In very shallow water at slow speeds, the variance is lower by a factor of up to 100. Bottom-Track Mode 5 also has a slightly slower ping rate. We recommend you use this mode in shallow-water environments.

The ADCP limits searching for the bottom to the value set by the BX-command (max bottom tracking altitude) + 0.5 transmit length. This allows a faster ping rate when the bottom altitude is close to the BX-command setting.

**Table 4: BM4/BM5 Minimum Tracking Depths**

| Frequency (kHz) | BM4/BM5 Minimum Tracking Depths (m) |
|-----------------|-------------------------------------|
| 300             | 1.5                                 |
| 600             | 1.0                                 |
| 1200            | 0.8                                 |

**Notes** See *Principles of Operation: A Practical Primer* for more information on the bottom-track modes.

### ***BN – Speed Log Hold/Drop Control***

**Purpose:** Controls the behavior of the distance measure calculation when Bottom Track is lost.



**NOTE.** The BN command is available only for WorkHorse Navigator ADCP/DVLs.

**Format:** BN $x,y$

**Range:**  $x = 0$  to  $1$   
 $y = 0$  to 999 seconds

**Default:** BN25



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description:** The BN command governs the behavior of the earth referenced distance measurement calculation in the PD6 data format when the ADCP can't get a lock on the bottom. The  $y$  parameter represents a timeout period during which zero is used for the current velocity measurement in the equation shown in the BO command. After the expiration of the  $y$  timeout, the behavior is governed by the  $x$  parameter. If  $x$  is zero, then the accumulated distance is set to zero. If  $x$  is one, then the accumulated distance is maintained at its current value until the ADCP achieves bottom lock.

### ***BO - Distance Measure Filter Constant***

**Purpose:** Sets the value of the filter constant used by the distance measurement calculation in PD6.



**NOTE.** The BO command is available only for WorkHorse Navigator ADCP/DVLs.

**Format:** BO $k$

**Range:**  $k = 0$  to 100

**Default:** BO25



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description:** When calculating the earth referenced distance data for output in the PD6 data format, the ADCP applies a simple exponential filter to the velocity measurements before calculating the

distance. The velocity used to calculate the distance is given by the following equation:

$$v = (k \bullet v_{\text{new}} + (k - 100) \bullet v_{\text{old}}) / 100$$

Where  $v_{\text{new}}$  is the current velocity measurement,  $v_{\text{old}}$  is the value of  $v$  calculated for the previous distance calculation, and  $k$  is the value of the BO command. Setting  $k$  to 100 effectively disables the exponential filter.

### **BR - Resolution**

|         |                                     |
|---------|-------------------------------------|
| Purpose | Sets the vertical depth resolution. |
| Format  | BRn                                 |
| Range   | n = 0 to 2 (see description)        |
| Default | BR0                                 |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** BR sets the vertical depth resolution as a percentage of the overall range detected. The lower the resolution, the finer the depth reading. With BR0 set, if you had a depth of 100 meters, then the depth would read 100 meters until you passed 104 meters. If you had BR2 set, then it would change when you reached 101 meters. Setting a higher resolution (e.g. 1%) results in longer ping times.

BR0 = 4%    BR1 = 2%    BR2 = 1%

### **BS - Clear Distance Traveled**

|         |   |
|---------|---|
| Purpose | Clears internal distance traveled accumulators. |
| Format  | BS  |



**Recommended Setting.** Use as needed.

**Description** Distance traveled is calculated and output in DVL output formats (PD5 and PD6). The accumulator is zeroed on <BREAK> or by using this command in the manual ensemble cycling mode.

### ***BW - Water Reference Interval***

**Purpose** This parameter controls the number of bottom track pings between water reference pings per ensemble.



**NOTE.** The BW command is available only for WorkHorse Navigator ADCP/DVLs.

**Format** BWn  
**Range** n = 0 to 65535  
**Default** BW00001



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** The BW command sets the ratio of water reference pings to bottom track pings. Using this command allows you to control how often the water reference ping is done, and therefore the total number of water reference pings per ensemble.

**Example** If you wanted to do two water reference pings in an ensemble and BW = 5 (BW5), BP = 10 (BP10), and BK = 1 (BK1), then the ADCP will perform five bottom pings, one water reference ping, five bottom pings, then one water reference ping.

**Note** The BK-command must be set to one (BK1) for this command to work.

### ***BZ - Coherent Ambiguity Velocity***

**Purpose** Sets the Bottom-Track Mode 5 ambiguity velocity.

**Format** BZnnn  
**Range** nnn = 0 to 999 cm/s radial  
**Default** BZ004



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** The BZ-command selects the ambiguity velocity used by the bottom-track ping in shallow water when bottom-track Mode 5 is in use.

## 2.3 Control System Commands

The WorkHorse uses the following commands to control certain system parameters.

### 2.3.1 Standard Control System Commands

This section lists the most often used Control System commands.

#### *CB - Serial Port Control*

|         |   |
|---------|---|
| Purpose | Sets the RS-232/422 serial port communications parameters (Baud Rate/Parity/Stop Bits). |
| Format  | CB <i>nnn</i>   |
| Range   | <i>nnn</i> = baud rate, parity, stop bits (see description)                             |
| Default | CB411   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** The WorkHorse and your external device (dumb terminal, computer software) **MUST** use the same communication parameters to *talk* to each other. After you enter valid CB parameters, the WorkHorse responds with a “>” prompt. You may now change the external device’s communication parameters to match the WorkHorse parameters before sending another command.

**Table 5: Serial Port Control**

| Baud Rate          | Parity             | Stop Bits           |
|--------------------|--------------------|---------------------|
| 0 = 300            |                    |                     |
| 1 = 1200           | 1 = None (Default) | 1 = 1 Bit (Default) |
| 2 = 2400           | 2 = Even           | 2 = 2 Bits          |
| 3 = 4800           | 3 = Odd            |                     |
| 4 = 9600 (Default) | 4 = Low (Space)    |                     |
| 5 = 19200          | 5 = High (Mark)    |                     |
| 6 = 38400          |                    |                     |
| 7 = 57600          |                    |                     |
| 8 = 115200         |                    |                     |

**Setting The Baud Rate In The WorkHorse.** The WorkHorse can be set to communicate at baud rates from 300 to 115200. The factory default baud rate is always 9600 baud. The baud rate is controlled via the CB-command.

The following procedure explains how to set the baud rate and save it in the WorkHorse. This procedure assumes that you will be using the program *DumbTerm* that is supplied by RD Instruments.

- a. Connect the WorkHorse to the computer and apply power (see the appropriate [ADCP User's Guide](#)).
- b. Start the *DumbTerm* program. On the **File** menu, click **Terminal**. Wakeup the Workhorse by sending a break signal with the **End** key.
- c. Send the command CR1 to place the WorkHorse in the factory default setup.
- d. Send the CB-command that selects the baud rate you wish. The following are the typical CB-command settings for different baud rates with no parity and 1 stop bit:

**Table 6: Baud Rate**

| BAUD RATE | CB-command      |
|-----------|-----------------|
| 300       | CB011           |
| 1200      | CB111           |
| 2400      | CB211           |
| 4800      | CB311           |
| 9600      | CB411 (Default) |
| 19200     | CB511           |
| 38400     | CB611           |
| 57600     | CB711           |
| 115200    | CB811           |

- e. Send the command CK to save the new baud rate setting.
- f. Click **File, Close** to exit the terminal window.

The Workhorse is now set for the new baud rate. The baud rate will stay at this setting until you change it back with the CB-command.

- Notes
1. If you send a BREAK before changing the external device's communication parameters, the WorkHorse returns to the communication parameters stored in non-volatile memory (user settings).
  2. To save the new WorkHorse communication parameters, use the CK-command after changing the external device's communication parameters to match the new values.

**CF - Flow Control**

|         |  |
|---------|--|
| Purpose | Sets various WorkHorse data flow-control parameters. |
| Format  | CFnnnnnn   |
| Range   | Firmware switches (see description)                  |
| Default | CF11111  |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** The CF-command defines whether the WorkHorse: generates data ensembles automatically or manually; generates pings immediately or manually; sends serial output data in binary or Hex-ASCII format; sends or does not send output data to the serial interface; sends or does not send data to the recorder (if installed).



**NOTE.** The *VmDas* program sets the WorkHorse to a manual ensemble mode (CF01110) so that it controls when the ensemble occurs.

**Table 7: Flow Control**

| Command | Description  |
|---------|--|
| CF1xxxx | Automatic Ensemble Cycling – Automatically starts the next data collection cycle after the current cycle is completed. Only a <BREAK> can stop this cycling.   |
| CF0xxxx | Manual Ensemble Cycling – Enters the STANDBY mode after transmission of the data ensemble, displays the ">" prompt and waits for a new command.  |
| CFx1xxx | Automatic Ping Cycling – Pings immediately when ready.   |
| CFx0xxx | Manual Ping Cycling – Sends a □<□ character to signal ready to ping, and then waits to receive an <Enter> before pinging. The <Enter> sent to the WorkHorse is not echoed. This feature lets you manually control ping timing within the ensemble.   |
| CFxx2xx | Hex-ASCII Data Output, Carriage Return-Linefeed delimited -- Sends the ensemble in readable hexadecimal-ASCII format with a Carriage Return-Linefeed at the end of each ensemble, if serial output is enabled (see below). <b>This command setting is only available for WorkHorse Navigators.</b> |
| CFxx1xx | Binary Data Output – Sends the ensemble in binary format, if serial output is enabled (see below).   |
| CFxx0xx | Hex-ASCII Data Output – Sends the ensemble in readable hexadecimal-ASCII format, if serial output is enabled (see below).  |
| CFxxx1x | Enable Serial Output – Sends the data ensemble out the RS-232/422 serial interface.  |
| CFxx0x  | Disable Serial Output – No ensemble data are sent out the RS-232/422 interface.  |
| CFxxx1  | Enable Data Recorder – Records data ensembles on the recorder (if installed).  |
| CFxxx0  | Disable Data Recorder – No data ensembles are recorded on the recorder.  |
| Example | CF01010 selects manual ensemble cycling, automatic ping cycling, Hex-ASCII data output, enables serial output, and disables data recording.  |

### CK - Keep Parameters

Purpose Stores present parameters to non-volatile memory.  
 Format CK



**Recommended Setting.** Use as needed.

Description CK saves the present user command parameters to non-volatile memory on the CPU board. The WorkHorse maintains data stored in the non-volatile memory (user settings) even if power is lost. It does not need a battery. You can recall parameters stored in non-volatile memory with the CR0-command.

### CP – Polled Mode

Purpose: Allows the unit to be polled for data.



**NOTE.** The CP command is not available for Navigator ADCP/DVLs.

Format CP $n$   
 Range  $n = 0$  (Off), 1 (On)  
 Default CP0



**Recommended Setting.** The default setting for this command is recommended for most applications.

Description The CP command allows a unit to be polled for data. A complete description of polled mode operation is beyond the scope of this document. If you have a need for polled mode operation, contact RDI for assistance in setting up your deployment.

Note Enabling polled mode disables the battery saver feature. Do not enable this mode when running from batteries.



**CQ – Transmit Power**

Purpose Allows the transmit power to be adjusted.



**NOTE.** The CP command is not available for Navigator ADCP/DVLs.

Format CQnnn

Range nnn = 0 to 255 (0 = Low, 1 to 255 = High)

Default CQ255



**Recommended Setting.** The default setting for this command is recommended for most applications.

Description Allows the transmit power to be set high or low. This only affects 75kHz systems.

**CR – Retrieve Parameters**

Purpose Resets the WorkHorse command set to factory settings.

Format CRn

Range n = 0 (User), 1 (Factory)



**Recommended Setting.** Use as needed.

Description The WorkHorse automatically stores the last set of commands used in RAM. The WorkHorse will continue to be configured from RAM unless it receives a CR-command or until the RAM loses its power.

**Table 8: Retrieve Parameters**

| Format | Description   |
|--------|---|
| CR0    | Loads into RAM the command set last stored in non-volatile memory (user settings) using the CK-Command.   |
| CR1    | Loads into RAM the factory default command set stored in ROM (factory settings).  |
| Note   | CR keeps the present baud rate and does <u>not</u> change it to the value stored in non-volatile memory or ROM. This ensures the WorkHorse maintains communications with the terminal/computer. |

### CS – Start Pinging (Go)

Purpose Starts the data collection cycle (same as the **Tab** key).  
 Format CS



**Recommended Setting.** Use as needed. Use *WinSC/VmDas/WinRiver* to create the command file. The CS command will be added to the end of the command file or sent by the software.

Description Use CS (or the **Tab** key) to tell the WorkHorse to start pinging its transducers and collecting data as programmed by the other commands. If the TF-command is set (time of first ping), the WorkHorse waits until it reaches the TF time before beginning the data collection cycle.

Notes

1. After a CS-command is sent to the WorkHorse, no changes to the commands can occur until a <BREAK> is sent.
2. If you try to record data (CFxxxx1), and the recorder is full, the WorkHorse will *not* start pinging and will return a *RECORDER NOT READY* message.

### CX – Low Latency Trigger Enable

Purpose Enables or disables the low latency trigger.  
 Format CX $n$   
 Range  $n = 0$  (off), 1 (on)  
 Default CX0



**Recommended Setting.** The default setting for this command is recommended for most applications.

Description Turning on the Low Latency Trigger functionality allows the Workhorse to ping within ~300 $\mu$ s of the falling edge of the trigger.



**CAUTION.** The CX command inhibits the ability of the Workhorse to sleep and conserve power. Use CX1 only when power consumption is not an issue.

### CZ – Power Down WorkHorse

Purpose Tells the WorkHorse to power down.

Format CZ



**Recommended Setting.** Use as needed.

Description Sending the CZ-command powers down the WorkHorse. WorkHorse processing is interrupted and the WorkHorse goes in the STANDBY mode (RAM is maintained).

Notes

1. When powered down using the CZ-command, the WorkHorse still draws up to 30µa, but wakes up periodically (every 8 to 12 hours) for a few seconds to maintain RAM.
2. This command should be used whenever batteries have been installed and you do not send commands to start a deployment. If you do not use the CZ-command, the WorkHorse will draw up to 50 milli-amps of current. *A new battery will be discharged in a few days.*



**NOTE.** Performance and testing commands (i.e. AF, PA, PT, RB, and RY) override the battery saver functions. For example, using the RY-command to recover data from the ADCP while on battery power will disable the automatic power saver mode. If a CZ-command is not used after all data has been recovered, the ADCP will remain in the command mode. RDI recommends disconnecting the batteries and using the AC power adapter while testing or recovering data.

## 2.3.2 Expert Control System Commands

This section lists the less often used Control System commands.

### *CA - Control Periodic Output*

Purpose            Sets the periodic Output Interval in tenths of seconds.



**NOTE.** The CA command is only available for Navigator ADCP/DVLs.

Format            CAnnn

Range            nnn = 0, 10-600

Default           CA0



**Recommended Setting.** The default setting for this command is recommended for most applications.

Description      This command sets the periodic output interval in tenths of seconds. Leaving CA at its default of zero disables periodic output. The minimum interval is 1 second and the maximum is 1 minute. This command depends on the triggering being enabled (See CX Command).

### *CD – Serial Data Out*

Purpose            Selects the serial data types collected by the ADCP.



**NOTE.** The CD command is not available for Navigator ADCP/DVLs.

Format            CD abc def ghi

Range            Firmware switches - Setting a bit to one tells the ADCP to collect that data type. The bits are described as follows.

|                           |                         |                     |
|---------------------------|-------------------------|---------------------|
| <i>a</i> = Velocity       | <i>d</i> = Percent good | <i>g</i> = Reserved |
| <i>b</i> = Correlation    | <i>e</i> = Status       | <i>h</i> = Reserved |
| <i>c</i> = Echo Intensity | <i>f</i> = Reserved     | <i>i</i> = Reserved |

Default            CD 000 000 000



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** The CD command functions like the WD command, except it controls data output serially. If CD is left in the default state (no data selected), the WD setting controls serial and recorded data. If CD is set to anything else, the CD setting controls data output serially, while the WD command controls what is written to the recorder.

### *CH – Suppress Banner*

**Purpose** Prevents the unit from sending the wakeup message.



**NOTE.** The CH command is not available for Rio Grande and Navigator ADCP/DVLs.

**Format** CH*n*

**Range** *n* = 0 (display banner), or 1 (suppress banner)

**Default** CH0



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** If CH1 is saved as part of the User Command Set, the unit will not output a banner on wakeup. The unit will still output the “>” prompt.



**CAUTION.** Suppression of the wakeup banner may cause some RDI software to fail or function erratically.

### *CI – Instrument ID*

**Purpose** Sets the ID for the ADCP.



**NOTE.** The CI command is not available for Rio Grande and Navigator ADCP/DVLs.

**Format** CI*nnn*

**Range** *nnn* = 0 to 255

**Default** CI0



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** This command allows the user to uniquely identify a single ADCP in a network of up to 256 ADCPs. The value to which this command is set will be output in the PD12 output format.

**Note** This command has no effect if PD is set to other than PD12.

### CL - Battery Saver Mode

**Purpose** Determines whether the ADCP will attempt to conserve power.



**NOTE.** The CL command is only available for Rio Grande and Navigator ADCP/DVLs.

**Format** CLn  
**Range** n = 0 to 1 (0 = do not conserve power, 1 = conserve power)  
**Default** CL1



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** CL0 means the ADCP will not make any attempt to conserve power. Setting the CL command to CL1 means the ADCP will attempt to conserve power by going to sleep at every opportunity.

### CM - Master

**Purpose** Used to increase profiling range by connecting two Workhorse ADCPs via their RS485 ports. The Master ADCP will automatically ping at some regular interval. The Slave ADCP will be manually pinged by the master through its serial port.



**NOTE.** The CM command is not available for Navigator ADCP/DVLs.

**Format** CMn  
**Range** n = 0 (Off), 1 = (On)  
**Default** CM0



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** To increase the profiling range, one ADCP points up and the other points down. The units will ping simultaneously to within 1 ms of each other. The data from each ADCP is stored in the recorder memory since it cannot be output from the serial port while the units are connected.

In order to establish a handshake protocol between the two units the ADCPs cannot go to sleep between pings. If the master goes to sleep, for example, then it cannot receive the ping cycling character sent by the slave. Any Workhorse can be a slave because there are no special changes to the opera-

tion as a slave. To become the master, Firmware 8.14 or a later revision must be loaded, and the CM command must be set to 1. The two ADCP's must have similar setups.

**Setup**

- a. Connect to the slave unit using *DumbTerm*.
- b. Erase the recorder.
- c. Send the desired profiling setup commands using *Plan* or *DumbTerm*.
- d. Make sure CM = 0.
- e. Make sure TP = 00000.
- f. Make sure TE = 0000000.
- g. Disconnect the I/O cable from the slave ADCP.
- h. Connect the I/O cable to the master unit using *DumbTerm*.
- i. Erase the recorder.
- j. Send the desired profiling setup commands using *Plan* or *DumbTerm*.
- k. Set CM = 1.
- l. Set CF = 11101.
- m. Type CK to save the setup.
- n. Send CS to begin pinging.
- o. Disconnect the I/O cable from the Master ADCP.
- p. At this point the master will enter the ping loop and begin trying to establish communications with the slave. Every 3 seconds the master will send a break out its RS232 port trying to wake up a slave. It beeps every time it sends a break.
- q. Connect the master's serial lines to the slaves with the TXD and RXD lines swapped.
- r. After the slave receives its first break from the master, it will reply with a wake up message and a prompt. The master will then configure the slave's CF command for manual ping cycling and recording. The master then sends a CK to store the setup. Every time the master pings, it sends the slave the character "P" to synchronize pings. The time between pings is set by the master, and it should be set long enough to ensure that the slave's ping processing is complete. The units will not sleep between pings; they will only wait for the ping time.
- s. Deploy both ADCPs.

**Recovering Data**

- a. To recover the deployment, simply disconnect the ADCPs from each other.
- b. Connect a computer serially to each individual ADCP and send a break. Recover the data from each ADCP's recorder.
- c. If during the course of the deployment, if communications between the two units is lost, the master will once again send a break to the slave until communications is reestablished. The master will restart the deployment record, each time this happens, so multiple deployment files is an indication of intermittent communications.

***CN - Save NVRAM to Recorder***

Purpose: Saves the contents of NVRAM to the recorder at the end of a deployment.

Format CN*n*

Range *n* = 0 (On), 1 (Off)

Default CN0



**Recommended Setting.** The default setting for this command is recommended for most applications.

Description The CN command allows the contents of the NVRAM (approx. 8k bytes) to be written to the recorder as part of the deployment record. This can be useful for troubleshooting purposes.

***CT - Turnkey Operation***

Purpose Allows the ADCP to initialize to predefined parameters and start pinging immediately after power is applied.



**NOTE.** The CT command is only available for Navigator ADCP/DVLs.

Format CT*n*

Range *n* = 0 to 1 (0 = Off, 1 = Turnkey)

Default CT0 (CT1 for WorkHorse Navigator and Rio Grande ADCPs)

Description Setting the CT command to *CT1* lets the ADCP automatically initialize to a predefined command set during any power up. To place the ADCP in turnkey mode, you must first set all other commands to the desired configuration. You must then send the CT1 and CK commands to save this configuration.



When power is cycled, the ADCP will start up with the desired configuration and begin the data collection process. You can interrupt (not remove) this mode by sending a <BREAK>. This will place the ADCP in the command mode, ready to accept inputs. Cycling the power, however, will again start the data collection process.

To turn off the turnkey mode, first send a <BREAK> to the ADCP. Now send the CT0 and CK commands to save this configuration. When power is cycled, the ADCP will NOT begin the data collection process.

### ***CY - Clear Error Status Word***

**Purpose** Clears the Error Status Word (ESW) stored in EEPROM on the CPU. The ESW is updated whenever an error occurs.

**Range** 0, 1

**Format** Use the CY1 command to display the ESW value or CY0 to clear the ESW.



**Recommended Setting.** Use as needed.

**Description** CY1 displays the active ESW value, which is a 32-bit value displayed in HexAscii.

**Table 9: Error Status Word**

| Error Status Word | Description  |
|-------------------|--|
| 0x00000001        | Bus Error  |
| 0x00000002        | Address Error  |
| 0x00000004        | Illegal Instruction  |
| 0x00000008        | Divide by Zero   |
| 0x00000010        | Emulator Interrupt   |
| 0x00000020        | CHK instruction, TRAPV instruction, privileged instruction, trace on, un-initialized interrupt, level 1-3 autovector, unassigned interrupt |
| 0x00000040        | Watchdog restart   |
| 0x00004000        | Cold Start   |
| 0x00000100        | ADCP is in ping mode (See note)  |
| 0x00000080        | Battery saver watchdog timeout   |

ESW codes can only be cleared through the CY-command. The values are logically OR'ed. For example, if an illegal instruction (xxx4) and a divide by zero error (xxx8) occurred since the last time the ESW was cleared, a value of "xxxC" would appear as the ESW.

Note            ESW code 0x0000100 can only be seen if the CY-command is issued between CS-commands in the manual ping mode. This flag is used to determine if on wakeup, whether the ADCP was pinging or not previous to the present power up. A CS-command sets this bit, a <BREAK> resets the bit. This results in the following consequences:

- a) A deployment must be ended with a <BREAK>. If the ADCP is pinging, and power is lost, when power is restored, the ADCP will continue to ping.
- b) If the ADCP is in the command mode when power is lost, when power is restored, it will wakeup in the command mode. If a timeout occurs, the ADCP will power down automatically.

## 2.4 Environmental Commands

The WorkHorse uses the following commands to control the environmental and positional information that affects internal data processing.

### 2.4.1 Standard Environmental Commands

This section lists the most often used Environmental commands.

#### *EA - Heading Alignment*

|         |  |
|---------|--|
| Purpose | Corrects for physical misalignment between Beam 3 and the heading reference. |
| Format  | EA±nnnnn   |
| Range   | ±nnnnn = -179.99 to 180.00 degrees   |
| Default | EA00000  |



**Recommended Setting.** For systems that are stationary, EA is typically set to zero (default), since Beam 3 is used as the heading reference. This command is added to the command file using *WinSC*.

**Description** EA is a heading alignment angle (referenced to Beam 3) used as a new zero reference for heading output and for transformation to earth coordinates. Use the *EB*-command to correct for heading bias (e.g., magnetic declination).

**Example** The ADCP is mounted in place on a moving ship. Beam 3 has been rotated 45 clockwise (+45) from the ship's centerline. Use the EA command to tell the ADCP where beam 3 is in relation to the ship's centerline. To convert +45 to an EA-command value, multiply the desired alignment angle in degrees by 100:

$$EA = +45.00 \times 100 = +4500 = EA+04500$$

#### *EB - Heading Bias*

|         |   |
|---------|---|
| Purpose | Corrects for electrical/magnetic bias between the ADCP heading value and the heading reference. |
| Format  | EB±nnnnn  |
| Range   | ±nnnnn = -179.99 to 180.00 degrees  |
| Default | EB00000   |



**Recommended Setting.** Use EB to counteract the effects of magnetic declination at the deployment site. Set using *WinSC*, *VmDas*, or *WinRiver*.

**Description** EB is the heading angle that counteracts the electrical bias or magnetic declination between the ADCP and the heading

source. Use the EA-command to correct for physical heading misalignment between the ADCP and a vessel's centerline.

**Examples** A bottom-mounted ADCP is receiving heading from its internal compass. A magnetic declination map for the deployment area shows a declination of W3.5° (-3.5°). To counteract the effects of this magnetic field, you must enter a heading bias value of -3.5°. To convert -3.5° to an EB-command value, multiply the desired bias angle in degrees by 100:  $EB = -3.5 \times 100 = -350 = EB-350$ .

### ***ED - Depth of Transducer***

**Purpose** Sets the ADCP transducer depth.  
**Format** EDnnnnnn  
**Range** nnnnnn = 0 to 65535 decimeters (meters x 10)  
**Default** ED000000



**Recommended Setting.** Use the EZ-command (set by *WinSC*).

**Description** ED sets the ADCP transducer depth. This measurement is taken from sea level to the transducer faces. The ADCP uses ED in its speed of sound calculations. The ADCP assumes the speed of sound reading is taken at the transducer head. See the primer for information on speed of sound calculations.

**Note** If the *EZ Transducer Depth* field = 1, the ADCP overrides the manually set ED value and uses depth from the internal pressure sensor. If a pressure sensor is not available, the ADCP uses the manual ED setting.

### ***ES – Salinity***

**Purpose** Sets the water's salinity value.  
**Format** ESnn  
**Range** nn = 0 to 40 parts per thousand  
**Default** ES35 (ES0 for Rio Grande)



**Recommended Setting.** Set using *WinSC*, *VmDas*, or *WinRiver*. The default setting for this command is recommended for most applications.

**Description** ES sets the water's salinity value. The WorkHorse uses ES in its speed of sound calculations. The WorkHorse assumes the speed of sound reading is taken at the transducer head.

**EX – Coordinate Transformation**

|         |  |
|---------|--|
| Purpose | Sets the coordinate transformation processing flags. |
| Format  | EXnnnnnn   |
| Range   | Firmware switches (see description)                  |
| Default | EX11111  |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** EX sets firmware switches that control the coordinate transformation processing for velocity and percent-good data.



**NOTE.** VmDas sets the WorkHorse to Beam Coordinates (EX00001).

**Table 10: Coordinate Transformation Processing Flags**

| Setting | Description   |
|---------|---|
| EX00xxx | No transformation. Radial beam coordinates, I.E., 1, 2, 3, 4. Heading/Pitch/Roll not applied.   |
| EX01xxx | Instrument coordinates. X, Y, Z vectors relative to the ADCP. Heading/Pitch/Roll not applied.   |
| EX10xxx | Ship coordinates (Note 1) X, Y, Z vectors relative to the ship. Heading not applied. EA-command used, but not the EB-command. If Bit 3 of the EX-command is a 1, then Pitch/Roll applied. |
| EX11xxx | Earth coordinates (Note 1) East, North, Vertical vectors relative to Earth. Heading applied. EA and EB-commands used. If Bit 3 of the EX-command is a 1, then Pitch/Roll applied.         |
| EXxx1xx | Use tilts (pitch and roll) in transformation (Note 2)   |
| EXxxx1x | Allows 3-beam solutions if one beam is below the correlation threshold set by WC  |
| EXxxxx1 | Allow bin mapping   |

- Notes**
1. For ship and earth-coordinate transformations to work properly, you must set the Heading Alignment (EA) and Heading Bias (EB) correctly. You also must ensure that the tilt and heading sensors are active (EZ).
  2. Setting EX bit 3 (Use Tilts) to 0 lets you collect tilt data without using it in the ship or earth-coordinate transformations.
  3. Each WorkHorse uses its own beam calibration matrix to correct data for beam pointing errors (e.g., if the beams erro-

neously point toward 21 degrees instead of 20 degrees). Correction is applied when the data are converted from beam coordinates to earth coordinates. If you output beam-coordinate data, you will need to apply the beam corrections yourself if you want the best possible data. RDI has no software that uses the beam calibration matrix to correct data in a personal computer.

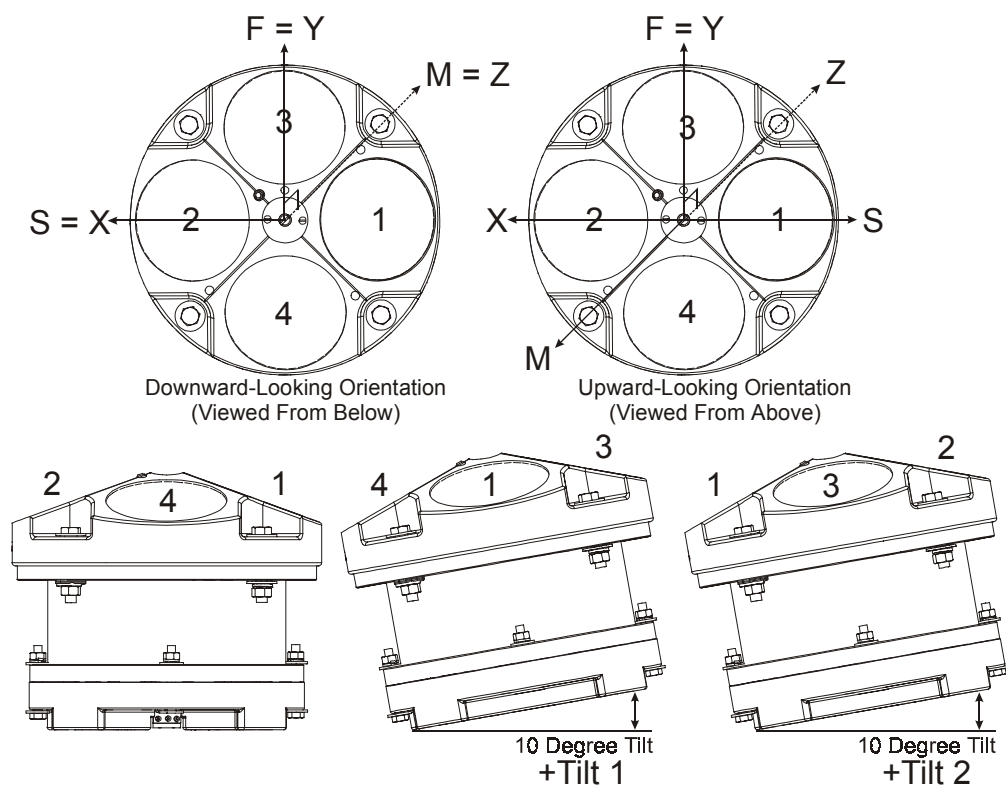


Figure 2. ADCP Coordinate Transformation

| Sign of Angle for a Unit Facing          | Up | Down |
|--|----|------|
| Tilt 1 (Pitch) Beam 3 higher than Beam 4 | +  | +    |
| Tilt 2 (Roll) Beam 2 higher than Beam 1  | +  | -    |

**EZ - Sensor Source**

Purpose Selects the source of environmental sensor data.

Format *EZcdhprst*

Default EZ1111101



**Recommended Setting.** The default setting for this command is recommended for most applications.

Range Firmware switches (see description)

Description Setting the EZ-command firmware switches tells the ADCP to use data from a manual setting or from an associated sensor. When a switch value is non-zero, the ADCP overrides the manual E-command setting and uses data from the appropriate sensor. If no sensor is available, the ADCP defaults to the manual E-command setting. The following table shows how to interpret the sensor source switch settings.

**Table 11: Sensor Source Switch Settings**

|   | Field          | Value = 0 | Value = 1                      |
|---|----------------|-----------|--------------------------------|
| c | Speed Of Sound | Manual EC | Calculate using ED, ES, and ET |
| d | Depth          | Manual ED | Depth Sensor                   |
| h | Heading        | Manual EH | Internal Transducer Sensor     |
| p | Pitch (Tilt 1) | Manual EP | Internal Transducer Sensor     |
| r | Roll (Tilt 2)  | Manual ER | Internal Transducer Sensor     |
| s | Salinity       | Manual ES | N/A                            |
| t | Temperature    | Manual ET | Internal Transducer Sensor     |

Example EZ1111101 means calculate speed of sound from readings, use pressure sensor, transducer heading, internal tilt sensors, and transducer temperature.

## 2.4.2 Expert Environmental Commands

This section lists the less often used Environmental commands.

### *EC - Speed of Sound*

|         |  |
|---------|--|
| Purpose | Sets the speed of sound value used for ADCP data processing. |
| Format  | ECnnnn   |
| Range   | nnnn = 1400 to 1600 meters per second                        |
| Default | EC1500   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |   |
|-------------|---|
| Description | EC sets the sound speed value used by the ADCP to scale velocity data, depth cell size, and range to the bottom. The ADCP assumes the speed of sound reading is taken at the transducer head. See the primer for information on speed of sound calculations.        |
| Note        | If the EZ Speed of Sound field = 1, the ADCP overrides the manually-set EC value and calculates speed of sound using the values determined by transducer depth (ED), salinity (ES), and transducer temperature (ET). EZ also selects the source for ED, ES, and ET. |

### *EF - Pressure Smoothing Constant*

|         |   |
|---------|---|
| Purpose | Applies an exponential filter to the pressure sensed by the internal pressure sensor. |
|---------|---|



**NOTE.** The EF command is only available for Navigator ADCP/DVLs.

|         |   |
|---------|---|
| Format  | EFn                                     |
| Range   | n = 1 to 100, (100 disables the filter) |
| Default | EF100                                   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |  |
|-------------|--|
| Description | The EF command implements an exponential filter for the internal pressure sensor. The effect of this filter is to reduce the single-reading variance. The smoothed pressure value is used in depth calculations and output in the variable leader. It is also available via the PC2 command. |
|-------------|--|



The smoothed value is roughly equivalent to what would be obtained by averaging over a number of measurements:

Equivalent number of measurements =  $(2 - ES/100) / (ES/100)$

Since a measurement is made every ping, the equivalent measurement interval is dependent on the TP setting. An EF setting of 100 disables the filter.

**Note** If there is no internal pressure sensor, this setting has no effect.

### *EH - Heading*

**Purpose** Sets the ADCP heading angle.  
**Format** EHnnnnnn  
**Range** nnnnnn = 000.00 to 359.99 degrees



**Recommended Setting.** Use the EZ-command.

**Description** EH sets the ADCP heading angle of beam 3. When mounted on a stationary platform, the ADCP assumes beam 3 points north (0).

**Example** Convert heading values of 34 and 3.5 to EH-command values.

EH =  $34.00 \times 100 = 3400 = \text{EH03400}$   
 EH =  $3.50 \times 100 = 350 = \text{EH00350}$

**Note** If the EZ Heading field = one, the ADCP overrides the manually set EH value and uses heading from the transducer's internal sensor. If the sensor is not available, the ADCP uses the manual EH setting.

### *EP - Pitch (Tilt 1)*

**Purpose** Sets the ADCP pitch (tilt 1) angle.  
**Format** EP±nnnn  
**Range** ±nnnn = -20.00 to +20.00 degrees



**Recommended Setting.** Use the EZ-command.

**Description** EP sets the ADCP pitch (tilt 1) angle.

**Example** Convert pitch values of +14 and -3.5 to EP-command values.

EP =  $14.00 \times 100 = 1400 = \text{EP01400}$  (+ is understood)  
 EP =  $-3.50 \times 100 = -350 = \text{EP-00350}$

**Note** If the EZ Pitch field = 1, the ADCP overrides the manually set EP value and uses pitch from the transducer's internal tilt sensor. If the sensor is not available, the ADCP uses the manual EP setting.

### ***ER - Roll (Tilt 2)***

**Purpose** Sets the ADCP roll (tilt 2) angle.

**Format** ER±nnnn

**Range** ±nnnn = -20.00 to +20.00 degrees



**Recommended Setting.** Use the EZ-command.

**Description** ER sets the ADCP roll (tilt 2) angle.

**Example** Convert roll values of +14 and -3.5 to ER-command values.

ER = 14.00 × 100 = 1400 = ER01400 (+ is understood)

ER = -3.50 × 100 = -350 = ER-00350

**Note** If the EZ Roll field = one, the ADCP overrides the manually set ER value and uses roll from the transducer's internal tilt sensor. If the sensor is not available, the ADCP uses the manual ER setting.

### ***ET - Temperature***

**Purpose** Sets the water's temperature value.

**Format** ET±nnnn

**Range** ±nnnn = -5.00 C to +40.00 C

**Default** ET2500



**Recommended Setting.** Use the EZ-command.

**Description** ET sets the temperature value of the water. The ADCP uses ET in its speed of sound calculations (see the primer). The ADCP assumes the speed of sound reading is taken at the transducer head.

**Example** Convert temperatures of +14 C and -3.5 C to ET-command values.

ET = 14.00 × 100 = 1400 = ET1400 (+ is understood)

ET = -3.50 × 100 = -350 = ET-0350

**Note** If the EZ Temperature field = one, the ADCP overrides the manually set ET value and uses temperature from the transducer's temperature sensor. If the sensor is not available, the ADCP uses the manual ET setting.

## 2.5 Fault Log Commands

The WorkHorse uses the following commands to aid in troubleshooting and testing.

### 2.5.1 Standard Fault Log Commands

This section lists the most often used Fault Log commands.

#### *FC – Clear Fault Log*

Purpose Clears the fault log.

Format FC



**Recommended Setting.** Use as needed.

Description Use this command to clear the fault log of all previous entries.

#### *FD – Display Fault Log*

Purpose Displays the fault log.

Format FD



**Recommended Setting.** Use as needed.

Description Displaying the fault log will list why a built-in test failed. This may aid in troubleshooting.

Example >FD

```
Total Unique Faults   =      2
Overflow Count        =      0
Time of first fault:   97/11/05,11:01:57.70
Time of last fault:    97/11/05,11:01:57.70

Fault Log:
Entry #  0 Code=0a08h Count=    1 Delta=    0 Time=97/11/05,11:01:57.70
  Parameter = 00000000h
    Tilt axis X over range.
Entry #  1 Code=0a16h Count=    1 Delta=    0 Time=97/11/05,11:01:57.70
  Parameter = 00000000h
    Tilt Y axis ADC under range.
End of fault log.
```

## 2.6 Performance and Testing Commands

The WorkHorse uses the following commands for calibration and testing.

### 2.6.1 Standard Performance and Testing Commands

This section lists the most often used Performance and Testing commands.

#### *PA – Pre-deployment Tests*

Purpose Sends/displays results of a series of WorkHorse system diagnostic tests.

Format PA



**Recommended Setting.** Use as needed.

Description These diagnostic tests check the major WorkHorse modules and signal paths. We recommend you run this command before a deployment. These tests check the following boards/paths.

- CPU - CPU RAM and real-time clock.
- Recorder - verifies recorder operation.
- DSP - RAM, registers, and DSP-to-CPU Communications.
- System Tests - A test signal is routed through the DSP and back to the CPU. This checks the main electronics processor path.
- Receive Path - quiescent RSSI levels are checked for [20 < RSSI < 60 counts] and the RSSI filters are checked for proper time constants.
- Transmit Path - checks transmit voltage, current, and impedance.
- Sensors - verifies sensor operation.

#### Example

```
>PA
PRE-DEPLOYMENT TESTS
CPU TESTS:
  RTC.....PASS
  RAM.....PASS
  ROM.....PASS
RECORDER TESTS:
  PC Card #0.....DETECTED
  Card Detect.....PASS
  Communication.....PASS
  DOS Structure.....PASS
  Sector Test (short).....PASS
  PC Card #1.....DETECTED
  Card Detect.....PASS
  Communication.....PASS
  DOS Structure.....PASS
```

```

Sector Test (short).....PASS
DSP TESTS:
Timing RAM.....PASS
Demod RAM.....PASS
Demod REG.....PASS
FIFOs.....PASS
SYSTEM TESTS:
XILINX Interrupts... IRQ3 IRQ3 IRQ3 ...PASS
Receive Loop-Back.....PASS
Wide Bandwidth.....PASS
Narrow Bandwidth.....PASS
RSSI Filter.....PASS
Transmit.....PASS
SENSOR TESTS:
H/W Operation.....PASS

```

### PC – User-Interactive Built-In Tests

**Purpose** Sends/displays results of user-interactive WorkHorse system diagnostic tests.

**Format** PC $nnn$

**Range**  $nnn = 0$  to 2 (PC0 = Help menu; see below for others)



**Recommended Setting.** Use as needed.

**Description** These diagnostic tests check beam continuity and sensor data. Both tests require user interaction (see examples).

**Examples** See below.

#### PC0 – Help Menu

Sending PC0 displays the help menu.

```

User Interactive, Built In Tests
-----
PC0 = Help
PC1 = Beam Continuity
PC2 = Sensor Data

```

#### PC1 – Beam Continuity

Sending PC1 tests the beam continuity by measuring the quiescent Receiver Signal Strength Indicator (RSSI) levels. There must be a change of more than 30 counts when the transducer face is rubbed.

```

BEAM CONTINUITY TEST
When prompted to do so, vigorously rub the selected
beam's face.
If a beam does not PASS the test, send any character to
the ADCP to automatically select the next beam.

```

```

Collecting Statistical Data...
52 48 50 43
Rub Beam 1 = PASS
Rub Beam 2 = PASS
Rub Beam 3 = PASS
Rub Beam 4 = PASS

```

### PC2 – Display Heading, Pitch, Roll, and Orientation

Sending PC2 displays heading, pitch angle, roll angle, up/down orientation and attitude temperature in a repeating loop at approximately 0.5-sec update rate. Press any key to exit this command and return to the command prompt.

```
Press any key to quit sensor display ...
Heading   Pitch    Roll    Up/Down   Attitude Temp   Ambient Temp   Pressure
301.01°   -7.42°   -0.73°   Up        24.35°C         22.97°C        0.0 kPa
300.87°   -7.60°   -0.95°   Up        24.36°C         22.97°C        0.0 kPa
300.95°   -7.60°   -0.99°   Up        24.37°C         22.97°C        0.0 kPa
300.71°   -7.61°   -0.96°   Up        24.37°C         22.98°C        0.0 kPa
300.69°   -7.61°   -0.96°   Up        24.35°C         22.98°C        0.0 kPa
300.76°   -7.60°   -0.98°   Up        24.38°C         22.97°C        0.0 kPa
```



**NOTE.** The PC2 heading shows the raw (magnetic north) heading only. The EB command (Heading Bias) is **not** applied.

### PS – Display System Parameters

Purpose Sends/displays WorkHorse system configuration data.

Format PS*n*

Range *n* = 0, 3 (see description)



**Recommended Setting.** Use as needed.

Description See below.

### PS0 – System Configuration

PS0 sends the WorkHorse hardware/firmware information. For example, the output may look like this:

```
>ps0
      Frequency: 307200 HZ
Configuration: 4 BEAM, JANUS
      Match Layer: 10
      Beam Angle: 20 DEGREES
      Beam Pattern: CONVEX
      Orientation: DOWN
      Sensor(s): HEADING TILT 1 TILT 2 TEMPERATURE
Temp Sens Offset: 0.00 degrees C

      CPU Firmware: 8.22g Prototype
      Boot Code Ver: Required: 1.13 Actual: 1.13
      DEMOD #1 Ver: ad48, Type: 1f
      DEMOD #2 Ver: ad48, Type: 1f
      PWRTIMG Ver: 85d3, Type: 7

Board Serial Number Data:
0F 00 00 00 98 F0 70 09 CPU727-2000-00G
35 00 00 00 98 F2 AC 09 REC727-1000-06A
B3 00 00 00 95 10 ED 09 DSP727-2001-06D
20 00 00 00 B3 50 7B 09 PIO727-3002-06A
26 00 00 00 C6 D5 FF 09 CAP727-3003-00A
```

### PS3 – Instrument Transformation Matrix

PS3 sends information about the transducer beams. The WorkHorse uses this information in its coordinate-transformation calculations; for example, the output may look like this:

```
ps3
Beam Width:    3.7 degrees

Beam      Elevation    Azimuth
1         -70.14       269.72
2         -70.10       89.72
3         -69.99       0.28
4         -70.01       180.28

Beam Directional Matrix (Down):
 0.3399    0.0017    0.9405    0.2414
-0.3405   -0.0017    0.9403    0.2410
-0.0017   -0.3424    0.9396   -0.2411
 0.0017    0.3420    0.9398   -0.2415

Instrument Transformation Matrix (Down):      Q14:
 1.4691   -1.4705    0.0078   -0.0067      24069   -24092      127     -109
-0.0068    0.0078   -1.4618    1.4606      -111      127   -23950   23930
 0.2663    0.2657    0.2657    0.2661      4363     4354     4353     4359
 1.0367    1.0350   -1.0359   -1.0374     16985    16957   -16972   -16996
Beam Angle Corrections Are Loaded.
>
```

If the WorkHorse has beam angle errors, they are reflected in the instrument transformation matrix and the Beam Directional matrix. This matrix, when multiplied by the raw beam data gives currents in the  $x$ ,  $y$ ,  $z$ , and  $e$  directions.

## 2.6.2 Expert Performance and Testing Commands

This section lists the less often used Performance and Testing commands.

### *PB - Bin Select for PD12 Data Output Type*

Purpose            Selects which bins are output in the PD12 data format.



**NOTE.** The PB command is not available for Rio Grande and Navigator ADCP/DVLs.

Format            PB $x,y,z$   
 Range             $x$  1 to 128  
                       $y$  0 to 128  
                       $z$  1 to 7  
 Default           PB1,0,1



**Recommended Setting.** The default setting for this command is recommended for most applications.

Description      The PB command selects which bins are to be output by the ADCP. The  $x$  parameter indicates the first bin selected for output. The  $y$  parameter selects the number of bins to be output. A value of zero for  $y$  indicates that all remaining bins should be output. The  $z$  bit indicates the bin subsampling parameter. Beginning with bin  $x$ , every  $z$ th bin will be output until  $y$  total bins have been output.

Notes              1. This command has no effect if PD is set to other than PD12.  
                      2. You cannot output bins that have not been collected by setting the WN command.

### *PD - Data Stream Select*

Purpose:            Selects the type of ensemble output data structure.  
 Format:            PD $n$   
 Range             $n = 0$  to 13 (see description)  
 Default            PD0



**Recommended Setting.** The default setting for this command is recommended for most applications.

Description:      PD selects the normal output data structure, a special application data structure, or a fixed data set for transmission/display as the data ensemble (see [Table 12, page 57](#)).



**Table 12: Data Stream Selections**

| Format | Description   |
|--------|---|
| PD0    | Sends The real water-current data set   |
| PD1    | Sends an RDI-defined data set that always uses the same data (except for parts of the leader data). This data set is useful during user-software development. |
| PD2    | Not used.   |
| PD3    | Sends Paramax-DVL ensemble output data structure.   |
| PD4    | Sends CSS-DVL output data structure (without sensor and made-good data).  |
| PD5    | Sends CSS-DVL output data structure (with sensor and made-good data).   |
| PD6    | Sends a special DVL ASCII data stream   |
| PD7    | Not used  |
| PD8    | Sends ensemble data as formatted ASCII text. A new-line character terminates each line. Two new-line characters terminate an ensemble.                        |
| PD9    | Sends ensemble data as formatted comma delimited ASCII text.  |
| PD10   | Send a special DVL output data format.  |
| PD11   | NMEA Output   |
| PD12   | Send the reduced data output format.  |
| PD13   | Sends a special DVL ASCII data stream (same as PD6 except it includes pressure and range to bottom)   |



**NOTE.** All of RDI's software supports PD0 formatted data only.

### *PE - PD12 Ensemble Select*

Purpose            Selects which ensembles are output in the PD12 data format.



**NOTE.** The PE command is not available for Rio Grande and Navigator ADCP/DVLs.

Format            *PEnnnnnn*

Range            *nnnnnn* = 0 to 65535



**Recommended Setting.** Use as needed.

Description      The PE command selects which ensembles are to be output by the ADCP when PD12 is selected. Ensemble numbers 1,1+n,1+2n,... will be output.

Note              This command has no effect if PD is set to other than 12.

**PF – Pre-Deployment Test Summary**

Purpose Gives a summary of the pre-deployment tests.



**NOTE.** The PF command is only available for Navigator ADCP/DVLs.

Format PF



**Recommended Setting.** Use as needed.

Description The PF command is similar to the PA command, but produces a single line of output that summarizes the same tests performed by the PA command (see “[PA – Pre-deployment Tests,](#)” page 52).

TEST=A,BCD,EFGHI-JKLMN,PQRS,TUVWXY,Z

**Table 13: Pre-Deployment Test Summary BIT Result**

| Character | Test                                       | Description   |
|-----------|--|---|
| A         | Performance test overall pass/fail results | Where a zero (0) = something has failed, 1 = all tests passed (refer to PA command). A one (1) will also be produced if the optional hardware is not present  |
| B thru D  | CPU Tests                                  | B = RTC CPU Test Results<br>C = RAM CPU Test results<br>D = ROM CPU Test Results<br>Where 0 = test has failed, 1 = test has passed  |
| E thru I  | Recorder Test PC Card #0                   | E = Card detection Status<br>F = Card detect test status<br>G = Communication test status<br>H = DOS structure test status<br>I = Short Sector test status<br>Where 0 = test has failed, 1 = test has passed, X = N/A (no card)                           |
| J thru N  | Recorder Test, PC Card #1                  | E = Card detection Status<br>F = Card detect test status<br>G = Communication test status<br>H = DOS structure test status<br>I = Short Sector test status<br>Where 0 = test has failed, 1 = test has passed, X = N/A (no card)                           |
| P thru S  | DSP Tests                                  | P = Timing RAM test status<br>Q = Demod RAM test status<br>R = Demod REG test status<br>S = FIFOs test status<br>Where 0 = test has failed, 1 = test has passed   |
| T thru Y  | System Tests                               | T = XILINX Interrupts test status<br>U = Receive loop back test status<br>V = Wide Bandwidth test status<br>W = Narrow bandwidth test status<br>X = RSSI filter test status<br>Y = Transmit test status<br>Where 0 = test has failed, 1 = test has passed |
| Z         | Sensor Test                                | Z = H/W Operation<br>Where 0 = test has failed, 1 = test has passed   |

***PM - Distance Measurement Facility***

Purpose Lets you measure distance over the bottom.

Format PM



**Recommended Setting.** For RDI use only.

Description PM lets you use the ADCP to measure distances over the bottom using a dumb terminal.

***PO - PD12 Velocity Component Select***

Purpose: Selects the velocity components to be output in the PD12 data format.



**NOTE.** The PO command is not available for Rio Grande and Navigator ADCP/DVLs.

Format: POabcd

Range: 0 to 1 for a-d

Default PO1111



**Recommended Setting.** The default setting for this command is recommended for most applications.

Description: The PO command selects the velocity components that are output in the PD12 data format. The meaning of the four bits of this command also depends on the first two bits of the EX command as shown below.

**EX00xxx - Beam Coordinates**

a = beam 1    b = beam 2    c = beam 3    d = beam 4

**EX01xxx - Instrument Coordinates**

a = X axis    b = Y axis    c = Z axis    d = Error Velocity

**EX10xxx - Ship Coordinates**

a = Starboard    b = Forward    c = Mast    d = Error Velocity

**EX11xxx - Earth Coordinates**

a = East    b = North    c = Up    d = Error Velocity

Note This command has no effect if PD is set to other than 12.

**PT - Built-In Tests**

Purpose Sends/displays results of ADCP system diagnostic test.

Format PT $nnn$

Range  $nnn = 0$  to 200 (PT0 = Help menu)



**Recommended Setting.** Use as needed.

Description These diagnostic tests check the major ADCP modules and signal paths. Most of the tests give their final results in the format;

xxxxxxxxxx TEST RESULTS = \$hhhh ... rrrr

Where

xxxxxxxxxx = Module or path being tested

\$hhhh = Hexadecimal result code (\$0 = PASS; see individual tests for description of bit results)

rrrr = Overall test result ("PASS" or "FAIL")

**PT Test Results Error Codes**

To find what bits are set when an error occurs, use the following tables.

**Table 14: Error Code Hex to Binary Conversion**

| Hex Digit | Binary | Hex Digit | Binary |
|-----------|--------|-----------|--------|
| 0         | 0000   | 8         | 1000   |
| 1         | 0001   | 9         | 1001   |
| 2         | 0010   | A         | 1010   |
| 3         | 0011   | B         | 1011   |
| 4         | 0100   | C         | 1100   |
| 5         | 0101   | D         | 1101   |
| 6         | 0110   | E         | 1110   |
| 7         | 0111   | F         | 1111   |

To convert error code \$32CF (note: the dollar sign "\$" signifies hexadecimal), convert 32CF to binary. Error code \$32CF has the following bits set: 13, 12, 9, 7, 6, 3, 2, 1, 0.

| Hex Digit \$ | 3  |    |    |    | 2  |    |   |   | C |   |   |   | F |   |   |   |
|--------------|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| Binary       | 0  | 0  | 1  | 1  | 0  | 0  | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 1 | 1 |
| Bit #        | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |

### ***PT0 - Help***

Displays the test menu (shown below). As implied by the NOTE, adding 100 to the test number repeats the test continually until the ADCP receives a <BREAK>. Sending PT200 runs all tests. PT300 runs all tests continually until the ADCP receives a <BREAK>.

```
>PT0
Built In Tests
-----
PT0 = Help
PT1 = NA
PT2 = Ancillary System Data
PT3 = Receive Path
PT4 = Transmit Path
PT5 = Electronics Wrap Around
PT6 = Receive Bandwidth
PT7 = RSSI Bandwidth
NOTE: Add 100 for automatic test repeat
PT200 = All tests
```

### ***PT2 - Ancillary System Data***

This test displays the values for ambient and attitude temperature and the contamination sensor (RDI use only). The ambient temperature is measured on the receiver board. This sensor is imbedded in the transducer head, and is used for water temperature reading. The attitude temperature is measured on the PIO board under the compass. If one of the sensors fails, the PC2 test will show both sensors at the same value. The ADCP will use the attitude temperature if the ambient temperature sensor fails. A reading  $\geq +55^{\circ}$  may indicate a shorted sensor, and a reading  $\geq -32^{\circ}$  may indicate an open sensor.

```
>PT2
Ambient Temperature = 21.10 Degrees C
Attitude Temperature = 21.39 Degrees C
Internal Moisture = 8D50h
```

### ***PT3 - Receive Path***

This test displays receive path characteristics. The test result is given as eight nibbles (1 nibble = 4 bits). Each nibble represents the result for a particular beam (most significant nibble = beam 1, least significant nibble = beam 8) (four beam ADCPs utilize the four most significant nibbles). In this example, we only describe which bit is set for beam 2 for a given failure type. This test has three parts.

- Part 1 - The ADCP pings without transmitting and displays the result of an autocorrelation function performed over 14 lag periods (only the first 8 are displayed). Ideally, we should see high correlation at near-zero lags, and then see decorrelation as the lags get longer. High correlation values at longer lags indicate interference is present.

- Part 2 - The ADCP compares the RSSI value at high gain versus low gain. These values give the noise floor for RSSI. A high noise floor indicates possible interference or a hardware problem. A low difference between high and low RSSI values can indicate a problem in the demodulator, receiver, or RSSI switching circuitry.
- Part 3 - The ADCP displays the demodulator DAC values.

>PT3

Correlation Magnitude: Wide Bandwidth

| Lag | Bm1 | Bm2 | Bm3 | Bm4 |
|-----|-----|-----|-----|-----|
| 0   | 255 | 255 | 255 | 255 |
| 1   | 169 | 175 | 167 | 179 |
| 2   | 49  | 55  | 54  | 58  |
| 3   | 26  | 20  | 19  | 8   |
| 4   | 20  | 17  | 24  | 29  |
| 5   | 14  | 13  | 14  | 23  |
| 6   | 8   | 4   | 13  | 8   |
| 7   | 6   | 1   | 10  | 1   |

High Gain RSSI: 43 41 40 42

Low Gain RSSI: 19 19 17 18

SIN Duty Cycle: 52 50 52 51

COS Duty Cycle: 49 50 51 51

Receive Test Results = \$0000 .... PASS

PT3 failure description - You can determine beam failure results (\$>0, see [“PT Test Results Error Codes,”](#) page 60) by the individual bit settings:

**Table 15: PT3 Failure**

| Bit # | PT3 Failure Description  |
|-------|--|
| 0     | Low Correlation – Correlation at lag 1 is <70% (130 counts).   |
| 1     | High Correlation - A correlation at lag 7 or above is >63 counts.  |
| 2     | High Noise Floor - Noise floor for high gain is >59.   |
| 3     | Low Differential Gain – Noise floor difference between high and low gains is less than 5 dB (10 counts). |



**NOTE.** A functional ADCP may fail high correlation or high noise floor when this test is run in air due to interference. This test should be run in the deployed environment to achieve good results.

### PT4 - Transmit Path

This test displays transmit path characteristics. During the test, the ADCP pings and measures the resulting transmit current and voltage. For example:

```
>PT4
IXMT    =      2.0 Amps rms
VXMT    =      74.0 Volts rms
Z       =      37.6 Ohms
Transmit Test Results = $0 ... PASS
```

PT4 failure description - You can determine failure results (\$>0 see [“PT Test Results Error Codes,”](#) page 60) by the individual bit settings:

**Table 16: PT4 Failure**

| Bit # | PT4 Failure Description  |
|-------|--|
| 0     | ADC TIMEOUT ERROR - The DSP Board ADC was not ready for reading when the CPU was ready to read the ADC.                    |
| 1     | TRANSMIT TIMEOUT - The DSP Board never indicated completion of transmission.   |
| 2     | SAMPLE TIMEOUT - The DSP Board never indicated completion of sampling.   |
| 3     | LCA REGISTERS CORRUPTED - The DSP Board timing registers lost their value after pinging.                                   |
| 4     | OVER-CURRENT SHUTDOWN  |
| 5     | OVER-TEMPERATURE SHUTDOWN  |
| 6     | INCORRECT TRANSDUCER IMPEDANCE - Impedance (Vxmt / Ixmt) was too high (>200Ω) or too low (<20Ω).                           |
| 7     | LOW TRANSMIT VOLTS AND/OR CURRENT - Transmit voltage was too low (Vxmt <10V) and/or transmit current too low (Ixmt <0.1A). |

### PT5 - Electronics Wrap Around

This test sets up the ADCP in a test configuration in which the test output lines from the DSP Board timing generator are routed directly to the Receiver board. The receiver then processes this signal. The test output signal sends a certain correlation pattern when processed. The ideal pattern is as follows.

```
0 0 0 0
0 0 0 0
0 0 0 0
0 0 0 0
255 255 255 255
0 0 0 0
0 0 0 0
255 255 255 255
0 0 0 0
0 0 0 0
0 0 0 0
255 255 255 255
```

Acceptable deviations from this pattern are due to deviations in sampling bandwidth and demodulator low-pass filter bandwidth variations. For example:

```
>PT5
13 13 13 13
13 13 13 13
13 13 13 13
0 0 0 0
255 255 255 255
13 13 13 13
0 0 0 0
255 255 255 255
13 13 13 13
13 13 13 13
0 0 0 0
255 255 255 255
Electronics Test Results = $0000 ... PASS
```

PT5 failure description - Test failures indicate possible problems with the Receiver or DSP boards. You can determine failure results (\$>0 see [“PT Test Results Error Codes,”](#) page 60) by the individual bit settings:

**Table 17: PT5 Failure**

| Bit # | PT5 Failure Description   |
|-------|---|
| 28    | BEAM 1 FAILURE - A high value (normally 255) was <254, or a low value (normally 0) was >20. |
| 24    | BEAM 2 FAILURE - See Bit 28.  |
| 20    | BEAM 3 FAILURE - See Bit 28.  |
| 16    | BEAM 4 FAILURE - See Bit 28.  |
| 12    | BEAM 5 FAILURE - See Bit 28.  |
| ALL   | RECEIVER TIMEOUT – The CPU never received a “processing done” signal from the receiver.     |



**PT6 - Receive Bandwidth**

This test measure the receive bandwidth of the system. The bandwidth varies with system frequency and the WB command setting.

```
>PT6
Receive Bandwidth:
  Sample    bw    bw    bw    bw    bw
  rate  expect Bm1  Bm2  Bm3  Bm4
    307    120   91   93   88   88 Khz
  results      PASS  PASS  PASS  PASS
```

**Table 18: PT6 Receive Bandwidth Nominal Values**

| Bandwidth setting | WB command | 300 kHz | 1200 kHz |
|-------------------|------------|---------|----------|
| Broad             | 0          | 79      | 316      |
| Narrow            | 1          | 14      | 112      |



**NOTE.** Beam fails if <75% or >125% of nominal value.

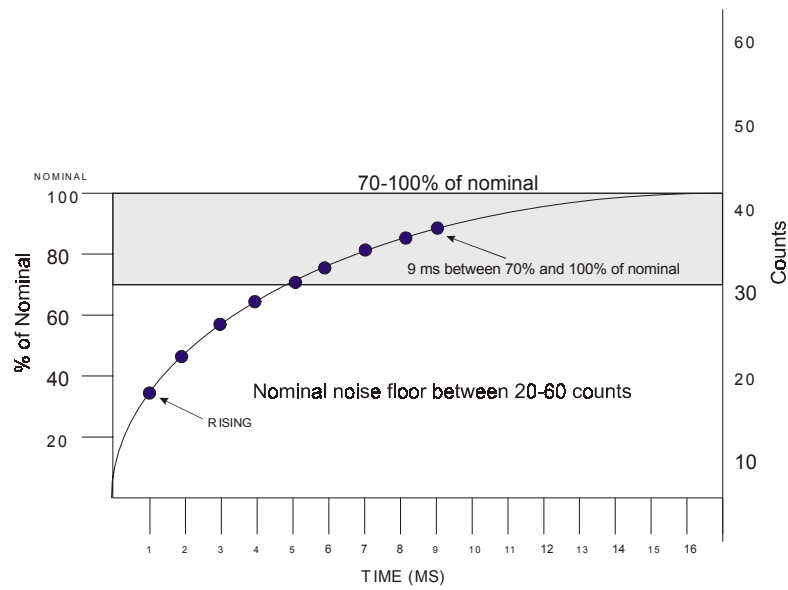
**PT7 - RSSI Bandwidth**

This test checks the RSSI filter circuits are working. Values listed are the indicated RSSI sampled at 1-ms intervals after a “listen” ping.

```
>PT7
RSSI Time Constant:

RSSI Filter Strobe 1 = 38400 Hz
  time  Bm1  Bm2  Bm3  Bm4
  msec  cnts cnts cnts cnts
    1     6    6    7    8
    2    11   12   14   15
    3    15   16   19   20
    4    20   21   23   25
    5    23   24   27   28
    6    26   27   30   31
    7    28   29   32   33
    8    30   31   34   35
    9    32   33   36   37
   10    34   35   37   38
  nom    43   43   42   43

result  PASS  PASS  PASS  PASS
>
```



**Figure 3. PT7 RSSI Bandwidth Test**

**Criteria for failure.** Any one of the following conditions will flag failure for the beam:

- Nominal noise floor <20 or >60
- Counts for ms 1 through 4 not rising
- 9th ms sample not between 70 and 100% of nominal counts

## 2.7 Recorder Commands

The following paragraphs list all the WorkHorse recorder commands.

### 2.7.1 Standard Recorder Commands

This section lists the most often used Recorder commands.

#### *RE – Erase Recorder*

Purpose Erases/initializes recorder memory.  
 Format RE ErAsE  
 Description RE ErAsE erases the recorder memory. This command *is* case sensitive.



**Recommended Setting.** Use as needed.

Example See below.

```
>RE ErAsE
[ERASING...]
```

#### *RF – Recorder Free Space (Bytes)*

Purpose Lists the amount of used and free recorder space in bytes.  
 Format RF  
 Description RF lists the amount of recorder space used and free in bytes.



**Recommended Setting.** Use as needed.

Example See below

```
>RF
RF = 0,10407936 ----- REC SPACE USED (BYTES), FREE (BYTES)
```

This shows the WorkHorse contains a 10-MB recorder.

***RN – Set Deployment Name***

|         |   |
|---------|---|
| Purpose | Sets the deployment name used for future deployments. |
| Format  | RN AAAAA  |
| Default | RN _RDI_  |

**Recommended Setting.** Use as needed.

**Description** RN sets the deployment name to be used for any future deployments. The deployment name must be exactly five characters in length, and may contain letters, numbers, or the underscore (i.e. “\_”) character. If no deployment name is specified, a default of “\_RDI\_” is used. The deployment name is used as part of the DOS file name for data files stored on the recorder. For example, the file “\_RDI\_000.000” would contain data for the first deployment named “\_RDI\_” (the 000 in the filename indicates the first deployment). The “.000” file extension indicates that this is the first file in the deployment sequence. A “.001” extension will be used if the deployment spills over onto the second PCMCIA card in the recorder. Each PCMCIA card is set up as a separate DOS disk drive with its own DOS file structure. Deployments that are recorded completely on a single PCMCIA device will only have the “.000” file extension.

***RR – Show Recorder File Directory***

|         |  |
|---------|--|
| Purpose | Lists the files on the recorder in the style of a DOS directory listing. |
| Format  | RR   |

**Recommended Setting.** Use as needed.

**Description** RR lists the files stored on the recorder in the form of a DOS directory listing. Each PCMCIA device is listed as a separate drive.

***RY – Upload Recorder Files***

Purpose Uploads recorder data to a host computer using standard YMODEM protocol.

Format RY



**Recommended Setting.** Use as needed.

Description RY uploads the entire contents of the recorder via the serial interface to a host computer using the standard YMODEM protocol for binary file transfer. Any communications program that uses the YMODEM protocol may be used to upload the recorder data. The data is transferred to the host and stored as DOS files. This command may be used to recover deployment data without opening the pressure case of the WorkHorse unit. Alternatively, the PCMCIA recorder cards may be removed from the unit and placed into a PCMCIA slot in any MS-DOS based computer so equipped. The data files may then be accessed in the same manner as from any other DOS disk drive.


### 2.7.2 Expert Recorder Commands

This section lists the less often used recorder commands.

*RA - Number of Deployments*

Purpose        Shows the number of deployments recorded on the internal recorder.

Format        RA


 **Recommended Setting.** Use as needed.

Description    RA lists the number of deployments recorded on the optional internal recorder.

*RB - Recorder Built-In Test*

Purpose        Tests the recorder.

Format        RB

 **Recommended Setting.** Use as needed. The recorder test is included in the PA command.

Description    RB tests the recorder RAM, detects the number of memory cards, checks communication, and checks recorder functions using non-destructive methods.

Example        See below.

```
>rb?
RECORDER TESTS:
  PC Card #0.....NOT DETECTED
  PC Card #1.....DETECTED
  Card Detect.....PASS
  Communication.....PASS
  DOS Structure.....PASS
  Sector Test (Short).....PASS

Recorder tests complete.
```

### *RS - Recorder Free Space (Megabytes)*

Purpose       Lists the amount of used and free recorder space in megabytes.

Format       RS



**Recommended Setting.** Use as needed.

Description   RS lists the amount of recorder space used and free in megabytes.

Example       See below

```
>RS
RS = 000,010 ----- REC SPACE USED (MB), FREE (MB)
```

This shows the Workhorse contains a 10-MB recorder.

## 2.8 Timing Commands

The following commands let you set the timing of various profiling functions.

### 2.8.1 Standard Timing Commands

This section lists the most often used Timing commands.

#### *TE – Time Per Ensemble*

|         |  |
|---------|--|
| Purpose | Sets the minimum interval between data collection cycles (data ensembles).   |
| Format  | TE <i>hh:mm:ss.ff</i>  |
| Range   | <i>hh</i> = 00 to 23 hours<br><i>mm</i> = 00 to 59 minutes<br><i>ss</i> = 00 to 59 seconds<br><i>ff</i> = 00 to 99 hundredths of seconds |
| Default | TE01:00:00.00  |



**Recommended Setting.** Set using *WinSC*, *VmDas*, or *WinRiver*.

|             |   |
|-------------|---|
| Description | During the ensemble interval set by TE, the WorkHorse transmits the number of pings set by the WP-command. If TE = 00:00:00.00, the WorkHorse starts collecting the next ensemble immediately after processing the previous ensemble. |
| Example     | TE01:15:30.00 tells the WorkHorse to collect data ensembles every 1 hour, 15 minutes, 30 seconds.   |
| Notes       | 1. The WorkHorse automatically increases TE if (WP x TP > TE).<br><br>2. The time tag for each ensemble is the time of the first ping of that ensemble, not the time of output.   |

#### *TF – Time of First Ping*

|         |   |
|---------|---|
| Purpose | Sets the time the WorkHorse wakes up to start data collection.  |
| Format  | TFyy/mm/dd, hh:mm:ss  |
| Range   | <i>yy</i> = year 00-99<br><i>mm</i> = month 01-12<br><i>dd</i> = day 01-31 (leap years are accounted for)<br><i>hh</i> = hour 00-23<br><i>mm</i> = minute 00-59<br><i>ss</i> = second 00-59 |





**Recommended Setting.** Set using *WinSC*.

- Description** TF delays the start of data collection. This lets you deploy the WorkHorse in the Standby mode and have it automatically start data collection at a preset time (typically used in battery operated instruments). When the command is given to the WorkHorse to start pinging, TF is tested for validity. If valid, the WorkHorse sets its alarm clock to TF, goes to sleep, and waits until time TF before beginning the data collection process.
- Example** If you want the exact time of the first ping to be on November 23, 1992 at 1:37:15 pm, you would enter TF92/11/23, 13:37:15. If you want the WorkHorse to begin pinging immediately after receiving the CS-command (see notes), do not enter a TF-command value.
- Notes**
1. Although you may send a TF-command to the WorkHorse, you also must send the CS-command before deploying the WorkHorse.
  2. If the entry is not valid, the WorkHorse sends an error message and does not update the wake-up time.
  3. Sending a <BREAK> clears the TF time.

### ***TG – Time of First Ping (Y2k Compliant)***

**Purpose** Sets the time the WorkHorse wakes up to start data collection.



**NOTE.** The TG command is not available for WorkHorse Navigators.

**Format** TGccyy/mm/dd, hh:mm:ss

**Range**

|    |  |
|----|--|
| cc | = century 19 - 20                            |
| yy | = year 00 - 99                               |
| mm | = month 01 - 12                              |
| dd | = day 01 - 31 (leap years are accounted for) |
| hh | = hour 00 - 23                               |
| mm | = minute 00 - 59                             |
| ss | = second 00 - 59                             |



**Recommended Setting.** Set using *WinSC*.

**Description** TG delays the start of data collection. This lets you deploy the WorkHorse in the Standby mode and have it automatically

start data collection at a preset time (typically used in battery operated instruments). When the command is given to the WorkHorse to start ping, TG is tested for validity. If valid, the WorkHorse sets its alarm clock to TG, goes to sleep, and waits until time TG before beginning the data collection process.

**Example** If you want the exact time of the first ping to be on November 23, 2000 at 1:37:15 pm, you would enter TG 2000/11/23, 13:37:15. If you want the WorkHorse to begin ping, immediately after receiving the CS-command (see notes), do not enter a TG -command value.

**Notes**

1. Although you may send a TG -command to the WorkHorse, you also must send the CS-command before deploying the WorkHorse.
2. If the entry is not valid, the WorkHorse sends an error message and does not update the wake-up time.
3. Sending a <BREAK> clears the TG time.

### *TP – Time Between Pings*

|                |   |
|----------------|---|
| <b>Purpose</b> | Sets the <i>minimum</i> time between pings.   |
| <b>Format</b>  | TP $mm:ss.ff$   |
| <b>Range</b>   | $mm$ = 00 to 59 minutes<br>$ss$ = 00 to 59 seconds<br>$ff$ = 00 to 99 hundredths of seconds |
| <b>Default</b> | TP01:20.00  |



**Recommended Setting.** Set using *WinSC*, *VmDas*, or *WinRiver*.

**Description** The WorkHorse interleaves individual pings within a group so they are evenly spread throughout the ensemble.

During the ensemble interval set by TE, the WorkHorse transmits the number of pings set by the WP-command. TP determines the spacing between the pings. If TP = 0, the WorkHorse pings as quickly as it can based on the time it takes to transmit each ping plus the overhead that occurs for processing. Several commands determine the actual ping time (WF, WN, WS, and actual water depth).

**Example** TP00:00.10 sets the time between pings to 0.10 second.

**Note** The WorkHorse automatically increases TE if  $WP \times TP > TE$ .

**TS – Set Real-Time Clock**

Purpose        Sets the WorkHorse's internal real-time clock.

Format       TSyy/mm/dd, hh:mm:ss

Range       yy       = year 00-99  
              mm       = month 01-12  
              dd       = day 01-31  
              hh       = hour 00-23  
              mm       = minute 00-59  
              ss       = second 00-59



**Recommended Setting.** Set using *WinSC*, *VmDas*, or *WinRiver*.

Example      TS98/06/17, 13:15:00 sets the real-time clock to 1:15:00 pm, June 17, 1998.

Notes        1. When the WorkHorse receives the carriage return after the TS-command, it enters the new time into the real-time clock and sets hundredths of seconds to zero.  
              2. The internal clock *does* account for leap years.  
              3. If the entry is not valid, the WorkHorse sends an error message and does not update the real-time clock.

### *TT – Set Real-Time Clock (Y2k Compliant)*

Purpose        Sets the WorkHorse's internal real-time clock.



**NOTE.** The TT command is not available for WorkHorse Navigators.

Format        TTccyy/mm/dd, hh:mm:ss

Range        cc        = century 19 - 20  
                  yy        = year 00 - 99  
                  mm        = month 01 - 12  
                  dd        = day 01 - 31  
                  hh        = hour 00 - 23  
                  mm        = minute 00 - 59  
                  ss        = second 00 - 59



**Recommended Setting.** Set using *WinSC*, *VmDas*, or *WinRiver*.

Example        TT2000/06/17, 13:15:00 sets the real-time clock to 1:15:00 pm, June 17, 2000.

Notes        1. When the WorkHorse receives the carriage return after the TS-command, it enters the new time into the real-time clock and sets hundredths of seconds to zero.  
                  2. The internal clock *does* account for leap years.  
                  3. If the entry is not valid, the WorkHorse sends an error message and does not update the real-time clock.

## 2.8.2 Expert Timing Commands

This section lists the less often used timing commands.

### *TB - Time Per Burst*

|         |  |
|---------|--|
| Purpose | Sets the interval between “bursts” of pings.   |
| Format  | TB hh:mm:ss.ff   |
| Range   | hh = 00 to 23 hours<br>mm = 00 to 59 minutes<br>ss = 00 to 59 seconds<br>ff = 00 to 59 hundredths of seconds |



**Recommended Setting.** Special applications only.

**Description** The TB and TC commands work together to allow the ADCP to sample in a “burst mode.” In some applications, it is desirable for the ADCP to ping for a short period of time at a high ping rate (“burst”), wait for a set period of time, and then repeat the process. You also must set the time per ensemble, time between pings, and number of pings per ensemble.

**Example** Deployment timing example:

```
TB 01:00:00.00    (time per burst)
TC 20             (ensembles per burst)
TE 00:00:01.00    (time per ensemble)
TP 00:00.20       (time between pings)
WP 2              (pings per ensemble)
```

The ADCP will average two pings (WP-command) 0.2 seconds apart (TP-command). It then sends the ensemble to the recorder or through the I/O cable. This process is repeated once a second (TE-command) for a total of twenty ensembles (TC-command). After the 20th ensemble is processed, the ADCP sleeps for one hour (TB-command) from the time of the first ping of the first ensemble until the second burst begins.

### *TC - Ensemble Per Burst*

|         |   |
|---------|---|
| Purpose | Sets the number of ensembles per burst. |
| Format  | TCnnnnnn                                |
| Range   | 0 to 65535 ensembles per burst          |
| Default | TC0                                     |



**Recommended Setting.** Special applications only.

|             |  |
|-------------|--|
| Description | Setting TC to zero disables the burst mode (i.e., TB-command inactive). See the TB-command for details on how these two commands interact. |
|-------------|--|

## 2.9 Water Profiling Commands

The following commands define the criteria used to collect the water-profile data.



**NOTE.** Water Profiling is a feature upgrade for Navigator ADCP/DVLs (see “[Feature Upgrades](#),” [page 4](#)). Contact RDI for information on how to install Water Profiling capability in your WorkHorse Navigator.

### 2.9.1 Standard Water Profiling Commands

This section lists the most often used Water Profiling commands.

#### *WB - Mode 1 Bandwidth Control*

**Purpose** Sets profiling mode 1 bandwidth (sampling rate). Smaller bandwidths allow the ADCP to profile farther, but the standard deviation is increased by as much as 2.5 times.

**Format** WB*n*

**Range** *n* = 0 (Wide), 1 (Narrow)

**Default** WB0



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** See table below.

**Table 19: Bandwidth Control**

| Bandwidth  | Sample rate | Data variance | Profiling range |
|------------|-------------|---------------|-----------------|
| 0 = wide   | High        | Low           | Low             |
| 1 = narrow | Low         | High          | High            |

### WD – Data Out

|         |   |
|---------|---|
| Purpose | Selects the data types collected by the ADCP. |
| Format  | WD <i>abc defghi</i>                          |
| Range   | Firmware switches (see description)           |
| Default | WD 111 100 000                                |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** WD uses firmware switches to tell the ADCP the types of data to collect. The ADCP always collects header data, fixed and variable leader data, and checksum data. Setting a bit to one tells the ADCP to collect that data type. The bits are described as follows:

|                           |                         |                     |
|---------------------------|-------------------------|---------------------|
| <i>a</i> = Velocity       | <i>d</i> = Percent good | <i>g</i> = Reserved |
| <i>b</i> = Correlation    | <i>e</i> = Status       | <i>h</i> = Reserved |
| <i>c</i> = Echo Intensity | <i>f</i> = Reserved     | <i>i</i> = Reserved |

**Example** WD 111 100 000 (default) tells the ADCP to collect velocity, correlation magnitude, echo intensity, and percent-good.

**Notes**

1. Each bit can have a value of one or zero. Setting a bit to one means output data, zero means suppress data.
2. If WP = zero, the ADCP does not collect water-track data.
3. Spaces in the command line are allowed.
4. Status data is not used, as it does not mean anything.



**WF – Blank after Transmit**

|         |  |
|---------|--|
| Purpose | Moves the location of first depth cell away from the transducer head to allow the transmit circuits time to recover before the receive cycle begins. |
| Format  | WFnnnn   |
| Range   | nnnn = 0 to 9999 cm (328 feet)   |
| Default | WF0176 (300kHz), WF0088 (600kHz), WF0044 (1200kHz)   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |  |
|-------------|--|
| Description | WF positions the start of the first depth cell at some vertical distance from the transducer head. This allows the WorkHorse transmit circuits time to recover before beginning the receive cycle. In effect, WF blanks out bad data close to the transducer head, thus creating a depth window that reduces unwanted data in the ensemble.                            |
| Notes       | <ol style="list-style-type: none"> <li>1. The distance to the middle of depth cell #1 is a function of blank after transmit (WF), depth cell size (WS), and speed of sound. The fixed leader data contains this distance.</li> <li>2. Small WF values may show ringing/recovery problems in the first depth cells that cannot be screened by the WorkHorse.</li> </ol> |

**WN – Number of Depth Cells**

|         |  |
|---------|--|
| Purpose | Sets the number of depth cells over which the WorkHorse collects data. |
| Format  | WNnnn  |
| Range   | nnn = 001 to 128 depth cells   |
| Default | WN030  |



**Recommended Setting.** Set using *WinSC*, *VmDas*, or *WinRiver*.

|             |   |
|-------------|---|
| Description | The range of the WorkHorse is set by the number of depth cells (WN) times the size of each depth cell (WS). |
|-------------|---|

### *WP – Pings Per Ensemble*

|         |  |
|---------|--|
| Purpose | Sets the number of pings to average in each data ensemble. |
| Format  | WPnnnnnn   |
| Range   | nnnnn = 0 to 16384 pings                                   |
| Default | WP00045  |



**Recommended Setting.** Set using *WinSC*, *VmDas*, or *WinRiver*.

|             |   |
|-------------|---|
| Description | WP sets the number of pings to average in each ensemble before sending/recording the data.  |
| Notes       | <ol style="list-style-type: none"> <li>1. If WP = zero the WorkHorse does not collect water-profile data.</li> <li>2. The WorkHorse automatically extends the ensemble interval (TE) if <math>WP \times TP &gt; TE</math>.</li> </ol> |

### *WS – Depth Cell Size*

|         |  |
|---------|--|
| Purpose | Selects the volume of water for one measurement cell.  |
| Format  | WSnnnnn  |
| Range   | nnnn = 80 to 3200 (75kHz), 20 to 800 cm (300kHz), 10 to 800 cm (600kHz), 5 to 400 cm (1200kHz) |
| Default | WS1600 (75kHz), WS0400 (300kHz), WS0200 (600kHz), WS0100 (1200kHz)                             |



**Recommended Setting.** Set using *WinSC*, *VmDas*, or *WinRiver*.

|             |  |
|-------------|--|
| Description | The WorkHorse collects data over a variable number of depth cells. WS sets the size of each cell in vertical centimeters.  |
| Notes       | If you set WS to a value less than its minimum value or greater than its maximum value, the WorkHorse will accept the entry, but uses the appropriate minimum or maximum value. For example, if you enter WS0001 for a 75kHz system, the WorkHorse uses a value of 80 cm for WS. Similarly, if you enter WS8000, the WorkHorse uses a value of 6400 cm for WS. |

**WV – Ambiguity Velocity**

|         |                                     |
|---------|-------------------------------------|
| Purpose | Sets the radial ambiguity velocity. |
| Format  | WVnnn                               |
| Range   | nnn = 002 to 480 cm/s               |
| Default | WV175                               |



**Recommended Setting.** It is strongly recommended that the WV command be left at its' default value of 175.

**Description** Set WV as low as possible to attain maximum performance, but not too low or ambiguity errors will occur. Rule of thumb: Set WV to the maximum relative horizontal velocity between water-current speed and WorkHorse speed.

The WV command (ambiguity velocity setting) sets the maximum velocity that can be measured along the beam when operating in water mode 1 (WM1). WV is used to improve the single-ping standard deviation. The lower the value of WV, the lower the single-ping standard deviation.

The *WB*-command influences profiling range. If you narrow the bandwidth of the system, the profiling range is increased. An increase in range of approximately 10% is obtained each time the bandwidth is reduced by one-half.

You are required to set the WV command based on the maximum apparent velocity (ADCP motion plus water speed). The following formula is used to determine the setting of the WV command:  $WV = (\text{Max. Apparent Vel. cm/s}) * \sin(\text{beam angle}) * 1.2$



**NOTE.** Note that the minimum setting of the WV command is WV100 and the maximum setting due to internal processing limitations is limited based on the setting of the bandwidth command, WB.

Valid data can be collected if the following WV values are not exceeded. The maximum WV values depend on the WB setting as listed below. Be aware that the firmware will accept larger values for the WV command; however, WV values that exceed the following values will result in collecting data with ambiguity resolving errors or completely erroneous values.

**Table 20: WV-command Maximum Setting**

| WB Command | Bandwidth | WV (max cm/s) | Apparent Velocity (max cm/s) |
|------------|-----------|---------------|------------------------------|
| 0          | 25%       | 700           | 1,705                        |
| 1          | 6%        | 330           | 804                          |

**Example** If the maximum expected WorkHorse velocity (vessel velocity) is 250 cm/s ( $\approx 5$  kt) and the maximum expected horizontal water velocity is 100 cm/s, set WV to 350 cm/s.

## 2.9.2 Expert Water Profiling Commands

This section lists the less often used water profiling commands.

### *WA - False Target Threshold Maximum*

|         |   |
|---------|---|
| Purpose | Sets a false target (fish) filter.                      |
| Format  | WA <i>nnn</i>   |
| Range   | <i>nnn</i> = 0 to 255 counts (255 disables this filter) |
| Default | WA050   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** The ADCP uses the WA-command to screen water-track data for false targets (usually fish). WA sets the maximum difference between echo intensity readings among the four profiling beams. If the WA threshold value is exceeded, the ADCP rejects velocity data on a cell-by-cell basis for either the affected beam (fish detected in only one beam) or for the affected cell in all four beams (fish detected in more than one beam). This usually occurs when fish pass through one or more beams.

**Note** A WA value of 255 turns off this feature.

### *WC - Low Correlation Threshold*

|         |   |
|---------|---|
| Purpose | Sets the minimum threshold of water-track data that must meet the correlation criteria. |
| Format  | WC <i>nnn</i>   |
| Range   | <i>nnn</i> = 0 to 255 counts  |
| Default | WC64  |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** The ADCP uses WC to screen water-track data for the minimum acceptable correlation requirements. The nominal (maximum) correlation depends on system frequency and depth cell size (WS). WC sets the threshold of the correlation below, which the ADCP flags the data as bad and does not average the data into the ensemble.

**Note** The default threshold for all frequencies is 64 counts. A solid target would have a correlation of 255 counts.

***WE - Error Velocity Threshold***

|         |  |
|---------|--|
| Purpose | Sets the maximum error velocity for good water-current data. |
| Format  | WE $nnnn$  |
| Range   | $nnnn = 0$ to 5000 mm/s                                      |
| Default | WE2000   |



**CAUTION.** The default setting is set purposely high and as a result effectively disabled. We recommend extreme caution and testing before changing this setting. **Data rejected by this command is lost and cannot be regained.**

**Description** The WE-command sets a threshold value used to flag water-current data as good or bad. If the ADCP's error velocity value exceeds this threshold, it flags data as bad for a given depth cell. WE screens for error velocities in both beam and transformed-coordinate data.

***WI - Clip Data Past Bottom***

|         |  |
|---------|--|
| Purpose | Allows the ADCP to flag velocity data from beyond the bottom as bad. |
| Format  | WIn  |
| Range   | $n = 0$ (off), 1 (on)  |
| Default | WI0  |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** When the WI-command is set to WI0 (default), the ADCP sends/records all velocity data readings even when the ADCP determines the data is beyond the bottom. WI1 tells the ADCP to flag data determined to be beyond the bottom as bad (data value set to -32768 [8000h]).

***WJ - Receiver Gain Select***

|         |   |
|---------|---|
| Purpose | Allows the ADCP to reduce receiver gain by 40 dB. |
| Format  | WJn   |
| Range   | $n = 0$ (low), 1 (high)                           |
| Default | WJ1   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** WJ0 tells the ADCP to reduce receiver gain by 40 dB. This may increase data reliability in shallow-water applications where there is a high content of backscatter material. WJ1 (the default) uses the normal receiver gain.

### ***WL - Water Reference Layer***

**Purpose** Sets depth cell range for water-track reference layer averaging.

**Format** WLsss,eee

**Range** sss = Starting depth cell (0-128; 0 disables this feature)  
eee = Ending depth cell (1-128)

**Default** WL1,5



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** You can use the WL-command to lower the effects of transducer motion on present measurements for multiple-ping ensembles ( $WP > 1$ ). The ADCP does this by averaging the velocities of a column of water and subtracting that average from each of the depth cell velocities. The ADCP accumulates the resulting average velocity and depth cell velocities. At the end on an ensemble, the ADCP adds the average reference velocity back to the normalized depth cell velocities. This results in quieter data for depth cells in which there were few good samples.

### ***WQ - Sample Ambient Sound***

**Purpose** Samples ambient sound.

**Format** WQn

**Range** n = 0 (Off), 1 (On)

**Default** WQ0



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** When WQ is set to 1, the ADCP samples RSSI before the water ping. WQ uses an 8-meter blank and 8-meter depth cell before sending water-profiling pings.

**WT - Transmit Length**

|         |   |
|---------|---|
| Purpose | Selects a transmit length different from the depth cell length (cell sampling interval) as set by the WS-command. |
| Format  | WTnnnn  |
| Range   | nnnn = 0 to 3200 cm   |
| Default | WT0000  |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** When WT is set to zero, the transmit signal is set to the depth cell size (WS-command). This is the default setting. Setting WT allows selection of a transmit length different then the area depth cell size (sampling length).

**WU - Ping Weight**

|          |   |
|----------|---|
| Purpose: | Selects the weight of each ping in an ensemble. |
| Format   | WUn   |
| Range    | n = 0 (Box weighting), 1 (Triangle weighting)   |
| Default  | WU0   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** The WU command allows the user to choose the ensemble weighting method. WU0 selects Box weighting which is a simple average of the velocities in each ensemble. WU1 selects Triangle weighting, where the first and last velocities are weighted the least, and the middle velocity is weighted the most.

**Example** For an ensemble of 5 pings, the weights would appear as below.

**Table 21: Ping Weights**

|            | Ping 1 | Ping 2 | Ping 3 | Ping 4 | Ping 5 |
|------------|--------|--------|--------|--------|--------|
| <b>WU0</b> | 1      | 1      | 1      | 1      | 1      |
| <b>WU1</b> | 1/3    | 2/3    | 1      | 2/3    | 1/3    |

**Note** The velocity reported for each ensemble is calculated as the sum of the weighted velocities divided by the sum of the weights.

### 2.9.3 High Resolution Water Profiling

This section defines the optional High Resolution Water-Profiling commands used by the Workhorse ADCP.



**NOTE.** High Resolution Water Profiling is included with Rio Grande ADCPs and is a feature upgrade for other WorkHorse ADCPs (see [“Feature Upgrades,” page 4](#)). Contact RDI for information on how to install this capability in your WorkHorse.

#### *WM - Profiling Mode*

|         |  |
|---------|--|
| Purpose | Selects the application-dependent profiling mode used by the ADCP. |
| Format  | WMn  |
| Range   | n = 1, 5, 8 (see description)                                      |
| Default | WM1  |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** The WM-command lets you select an application-dependent profiling mode. The chosen mode selects the types of pings transmitted. The ping type depends on how much the water-current is changing from ping-to-ping and from cell-to-cell.

**Table 22: Water Modes**

| Mode | Description                |
|------|----------------------------|
| WM1  | Dynamic sea state          |
| WM5  | Shallow-water environments |
| WM8  | Close-in mode              |



**WZ - Mode 5 Ambiguity Velocity**

|         |   |
|---------|---|
| Purpose | Sets the minimum radial ambiguity for profiling Mode 5 (WM5) and Mode 8 (WM8) Ambiguity Velocity. |
| Format  | WZ <i>nnn</i>   |
| Range   | <i>nnn</i> = 0 to 999 cm/s  |
| Default | WZ05  |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |  |
|-------------|--|
| Description | Allows for very high resolution (small bins) with very low standard deviation. |
|-------------|--|

## 3 Advanced Commands

The following sections describe the advanced commands available for the WorkHorse series ADCPs.

### 3.1 Sound Velocity Smart Sensor Commands

The ADCP uses these commands for Sound Velocity Smart Sensor (SVSS) applications.

#### *DB - RS-485 Port Control*

|         |  |
|---------|--|
| Purpose | Change the communication parameters of the RS-485 bus.   |
| Format  | DBxyz  |
| Range   | x = 0 to 7 Baud Rate, See “ <a href="#">CB - Serial Port Control</a> ,” page 29.<br>y = 1 to 5 Unused<br>z = 1 to 2 Unused |
| Default | DB411  |



**Recommended Setting.** Use as needed.

**Description** This command changes the communication parameters of the RS-485 bus. Currently only the Baud Rate is changed, but all parameters are still required.

#### *DS - Load SpeedOfSound with SVSS Sample (BIT Result)*

|         |   |
|---------|---|
| Purpose | Load the SpeedOfSound variable with a single real scan from the SVSS. |
| Format  | DS  |



**Recommended Setting.** Use as needed.

**Description** This command loads the SpeedOfSound variable with a measured value from the SVSS, in a manner similar to the manner the variable is loaded during deployment. The EZ command must be issued prior to this command or the function will be bypassed. Set the EZ command to EZ3xxxxxx. The three enables communication with the SVSS. Upon successful completion of the function call, the SpeedOfSound variable will contain the new value. Any errors in the function will result in the BIT Result ([Table 28, page 120](#)) = xxxxxx1xx xxxxxxxx which is displayed after the value.

**DW - Current ID on RS-485 Bus**

|         |   |
|---------|---|
| Purpose | Change the device ID sent out before attempting to communicate. |
| Format  | DW <sub>x</sub>   |
| Range   | x = 0 to 31   |
| Default | DW0   |

**Recommended Setting.** Use as needed.

**Description** This command sets the RS-485 Bus ID and sends the ID out onto the bus with the parity forced high. This wakes up the slave device for communications.

**DX - Set SVSS to RAW Mode**

|         |                           |
|---------|---------------------------|
| Purpose | Set the SVSS to Raw mode. |
| Format  | DX                        |

**Recommended Setting.** Use as needed.

**Description** This command sends “RA” out on the RS-485 bus. If the SVSS is listening, it will change its data output mode to RAW. RAW data is columnar uncalibrated counts.

**DY - Set SVSS to REAL Mode**

|         |                            |
|---------|----------------------------|
| Purpose | Set the SVSS to Real mode. |
| Format  | DY                         |

**Recommended Setting.** Use as needed.

**Description** This command sends “RE” out on the RS-485 bus. If the SVSS is listening, it will change its data output mode to REAL. REAL data is in units of m/s and the form XXXX.XX

### *DZ - Get Single SCAN from SVSS*

Purpose        This command gets a single scan of data from the SVSS.

Format        DZ



**Recommended Setting.** Use as needed.

Description    This command sends “s” out on the RS-485 bus. If the SVSS is listening, it will respond (-23ms later) with one scan of data. The data format will be determined by the last format command (“DX” or “DY”) sent to the SVSS. The data will be echoed back by the ADCP.

## 3.2 Waves Commands



**NOTE.** Waves is a feature upgrade for WorkHorse ADCPs (see [“Feature Upgrades,” page 4](#)). Contact RDI for information on how to install Waves capability in your WorkHorse.



**NOTE.** Waves requires version 16.xx firmware to run.

For information on how to use the Waves commands, see the Waves User’s Guide or view the help file in the Waves software.

### *HA – Waves False Target Threshold*

|         |  |
|---------|--|
| Purpose | Sets a false target (fish) filter.                 |
| Format  | HA $nnn$   |
| Range   | $nnn = 0$ to 255 counts (255 disables this filter) |
| Default | HA255  |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** The ADCP uses the HA-command to screen water-track data for false targets (usually fish). HA sets the maximum difference between echo intensity readings among the four profiling beams. If the HA threshold value is exceeded, the ADCP rejects velocity data on a cell-by-cell basis for either the affected beam (fish detected in only one beam) or for the affected cell in all four beams (fish detected in more than one beam). This usually occurs when fish pass through one or more beams.

### *HB – Automatically Chosen Bins for Wave Processing*

|         |   |
|---------|---|
| Purpose | Set the number of automatically chosen bins for doing Directional Wave Spectra. |
| Format  | HB $n$  |
| Range   | $n = 1$ to 20 bins ( $n = 0$ disables auto-bin selection)                       |
| Default | HB5   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** This command sets the number of automatically chosen bins to be selected by the WorkHorse ADCP for collecting Directional Wave Spectra Data. If this value is set to 0, the Work-

Horse ADCP use the bins specified in HS for Directional Wave Data and HV for Velocity Spectrum Data. With this value non-zero, the WorkHorse ADCP will select the upper most bins in the water column for data collection.

### *HD – Waves Data Out*

Purpose        Select the data output in the Waves Packet Structure.  
 Format        HD *abc def ghi*  
 Range        *abc def ghi* can be 1 (On) or 0 (Off).  
 Default       HD 111 000 000



**Recommended Setting.** The default setting for this command is recommended for most applications.

Description   This command selects which data will be output in the waves packet data.

*a* – Velocity  
*b* – Pressure  
*c* – Surface Track  
*d-i* – Reserved

### *HP – Waves Pings per Wave Record*

Purpose        Set the number of pings per wave record.  
 Format        HP*n*  
 Range        *n* = 0 to 8192  
 Default       HP0



**Recommended Setting.** Set using *WavesPlan*.

Description   The command sets the number of pings collected per wave record (or burst). With this value set to zero, Waves data collection is disabled.

**HR – Time Between Wave Records**

|         |   |
|---------|---|
| Purpose | Set the maximum interval between the start of each wave record.   |
| Format  | HR <i>hh:mm:ss.xx</i><br><i>hh</i> – hours<br><i>mm</i> – minutes<br><i>ss</i> – seconds<br><i>xx</i> – hundredths of seconds |
| Range   | 00:00:00.00 – 23:59:59.99   |
| Default | HR01:00:00.00   |



**Recommended Setting.** Set using *WavesPlan*.

|             |   |
|-------------|---|
| Description | This command sets the maximum interval between the start of consecutive wave records. If the number of pings per record * the time between pings is greater than the time between wave records, then the previous wave record will complete before starting the next one. |
|-------------|---|

**HS – Bins for Directional Wave Spectrum**

|         |   |
|---------|---|
| Purpose | Set the list of bins to use for directional wave spectrum data if the WorkHorse ADCP is not selecting bins automatically. |
| Format  | HS <i>n1,n2...n20(Max)</i>  |
| Range   | <i>n?</i> = 1 - # of Water Profiling Bins (WN).   |
| Default | HS1, 10, 21, 22, 23   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |  |
|-------------|--|
| Description | This command sets the bins to be used for directional wave spectrum processing if automatic bin selection is off. The list can contain a maximum of 20 bins. The limit of each element in the list is set by the number of current profiling bins being collected. This list is completely separate from the Velocity Spectrum bin list, to allow the selection of different bins for Directional Wave and Velocity Spectrum processing. |
| Example     | If automatic bin selection is turned off (HB = 0), and the WorkHorse ADCP is collecting 50 bins of current profiling data, the highest single element in the list <i>n1-n20</i> is limited to 50.  |

### *HT – Time Between Wave Record Pings*

|         |   |
|---------|---|
| Purpose | Set the maximum interval between each wave ping.  |
| Format  | HT <i>hh:mm:ss.xx</i><br><i>hh</i> – hours<br><i>mm</i> – minutes<br><i>ss</i> – seconds<br><i>xx</i> – hundredths of seconds |
| Range   | 00:00:00.00 – 23:59:59.99   |
| Default | HT00:00:00.50   |



**Recommended Setting.** Set using *WavesPlan*.

**Description** This command sets the maximum interval between consecutive wave pings. If the number of pings per record \* the time between pings is greater than the time between wave records, then the previous wave record will complete before starting the next one.

### *HV – Bins for Velocity Spectrum*

|         |   |
|---------|---|
| Purpose | Set the list of bins to use for velocity spectrum data if the WorkHorse ADCP is not selecting bins automatically. |
| Format  | HV <i>n1,n2...n20(Max)</i>  |
| Range   | <i>n?</i> = 1 - # of Water Profiling Bins (WN).   |
| Default | HV1, 10, 21, 22, 23   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** This command sets the bins to be used for velocity spectrum processing if automatic bin selection is off. The list can contain a maximum of 20 bins. The limit of each element in the list is set by the number of current profiling bins being collected. This list is complete separate from the Directional Wave Spectrum bin list, to allow the selection of different bins for Directional Wave and Velocity Spectrum processing.

**Example** If automatic bin selection is turned off (HB = 0), and the WorkHorse ADCP is collecting 50 bins of current profiling data, the highest single element in the list *n1-n20* is limited to 50.



### 3.3 Lowered ADCP Commands



**NOTE.** Lowered ADCP is a feature upgrade for WorkHorse ADCPs (see “Feature Upgrades,” page 4). Contact RDI for information on how to install LADCP capability in your WorkHorse.

The Lowered ADCP (LADCP) uses two Workhorse ADCPs mounted on a rosette. The rosette is lowered through the water column (one ADCP is looking up and the other is looking down). This setup allows you to cover a larger part of the water column. By lowering the ADCPs through the water column you can get an ocean profile that is greater in range than the two systems combined. Using the L-commands in place of the equivalent W-commands turns on the LADCP feature.

#### *LD – LADCP Data Out*

|         |   |
|---------|---|
| Purpose | Selects the data types collected by the ADCP. |
| Format  | LD <i>abc def ghi</i>                         |
| Range   | Firmware switches (see description)           |
| Default | LD 111 100 000                                |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** LD uses firmware switches to tell the ADCP the types of data to collect. The ADCP always collects header data, fixed/variable leader data, and checksum data. Setting a bit to 1 tells the ADCP to collect that data type. The bits are described as follows:

|                           |                         |                     |
|---------------------------|-------------------------|---------------------|
| <i>a</i> = Velocity       | <i>d</i> = Percent good | <i>g</i> = Reserved |
| <i>b</i> = Correlation    | <i>e</i> = Status       | <i>h</i> = Reserved |
| <i>c</i> = Echo Intensity | <i>f</i> = Reserved     | <i>i</i> = Reserved |

**Example** LD 111 100 000 (default) tells the ADCP to collect velocity, correlation magnitude, echo intensity, and percent good.

**Notes** Each bit can have a value of one or zero; one means output data, zero means suppress data.

If LP = zero, the ADCP does not collect water-track data.

Spaces in the command line are allowed.

Status data is not used, as it does not mean anything.

***LF – LADCP Blank after Transmit***

|         |  |
|---------|--|
| Purpose | Moves the location of first depth cell away from the transducer head to allow the transmit circuits time to recover before the receive cycle begins. |
| Format  | LFnnnn   |
| Range   | nnnn = 0 to 9999 cm (328 feet)   |
| Default | LF0704 (75kHz), LF0176 (300kHz), LF0088 (600kHz), LF0044 (1200kHz), LF0022 (2400kHz)   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |   |
|-------------|---|
| Description | LF positions the start of the first depth cell at some vertical distance from the transducer head. This allows the Workhorse transmit circuits time to recover before beginning the receive cycle. In effect, LF blanks out bad data close to the transducer head, thus creating a depth window that reduces unwanted data in the ensemble.                         |
| Notes       | <ol style="list-style-type: none"><li>1. The distance to the middle of depth cell #1 is a function of blank after transmit (LF), depth cell size (LS), and speed of sound. The fixed leader data contains this distance.</li><li>2. Small LF values may show ringing/recovery problems in the first depth cells that cannot be screened by the Workhorse.</li></ol> |

***LJ - Receiver Gain Select***

|         |   |
|---------|---|
| Purpose | Allows the ADCP to reduce receiver gain by 40 dB. |
| Format  | LJn   |
| Range   | n = 0 (low), 1 (high)                             |
| Default | LJ1   |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |   |
|-------------|---|
| Description | LJ0 tells the ADCP to reduce receiver gain by 40 dB. This may increase data reliability in shallow-water applications where there is a high content of backscatter material. LJ1 (the default) uses the normal receiver gain. |
|-------------|---|

***LN – Number of Depth Cells***

|         |  |
|---------|--|
| Purpose | Sets the number of depth cells over which the Workhorse collects data. |
| Format  | LN $nnnn$  |
| Range   | $nnn$ = 001 to 128 depth cells   |
| Default | LN030  |



**Recommended Setting.** Set using *WinSC*.

**Description** The range of the Workhorse is set by the number of depth cells (LN) times the size of each depth cell (LS).

***LP – Pings Per Ensemble***

|         |  |
|---------|--|
| Purpose | Sets the number of pings to average in each data ensemble. |
| Format  | LP $nnnnnn$  |
| Range   | $nnnnn$ = 0 to 16384 pings                                 |
| Default | LP00045  |



**Recommended Setting.** Set using *WinSC*.

**Description** LP sets the number of pings to average in each ensemble before sending/recording the data.

**Notes**

1. If LP = zero the Workhorse does not collect water-profile data.
2. The Workhorse automatically extends the ensemble interval (TE) if  $LP \times TP > TE$ .

***LS – Depth Cell Size***

|         |   |
|---------|---|
| Purpose | Selects the volume of water for one measurement cell. |
| Format  | LS $nnnnn$  |
| Range   | $nnnn$ = See Table below.                             |
| Default | See Table below.                                      |



**Recommended Setting.** Set using *WinSC*.

|                | 75kHz         | 300kHz        | 600kHz       | 1200kHz     | 2400kHz     |
|----------------|---------------|---------------|--------------|-------------|-------------|
| <b>Range</b>   | 80 to 3200 cm | 20 to 1600 cm | 10 to 800 cm | 5 to 400 cm | 5 to 200 cm |
| <b>Default</b> | LS1600        | LS0400        | LS0200       | LS0100      | LS0050      |

**Description** The Workhorse collects data over a variable number of depth cells. LS sets the size of each cell in vertical centimeters.

**Notes** If you set LS to a value less than its minimum value or greater than its maximum value, the Workhorse will accept the entry, but uses the appropriate minimum or maximum value. For example, if you enter LS1 for a 300kHz system, the Workhorse uses a value of 20 cm for LS. Similarly, if you enter LS5000, the Workhorse uses a value of 800 cm for LS.

### *LV – Ambiguity Velocity*

**Purpose** Sets the radial ambiguity velocity.

**Format** LVnnn

**Range** nnn = 002 to 480 cm/s

**Default** LV175



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** Set LV as low as possible to attain maximum performance, but not too low or ambiguity errors will occur. Rule of thumb: Set LV to the maximum relative horizontal velocity between water-current speed and Workhorse speed.

**Example** If the maximum expected Workhorse velocity (vessel velocity) is 250 cm/s (»5 kt) and the maximum expected horizontal water velocity is 100 cm/s, set LV to 350 cm/s.

### *LW - Bandwidth Control*

**Purpose** Sets profiling bandwidth (sampling rate). Smaller bandwidths allow the ADCP to profile farther, but the standard deviation is increased by as much as 2.5 times.

**Format** LWn

**Range** n = 0 (Wide), 1 (Narrow)

**Default** LW0



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** See [Table 23, page 101](#).

**Table 23: Bandwidth Control**

| Bandwidth  | Sample rate | Data variance | Profiling range |
|------------|-------------|---------------|-----------------|
| 0 = wide   | High        | Low           | Low             |
| 1 = narrow | Low         | High          | High            |

***LZ – LADCP Amplitude and Correlation Thresholds***

**Purpose** Sets the minimum correlation magnitude and threshold for good bottom-track data.

**Format** LZaaa,ccc

**Range** aaa = correlation magnitude (1 to 255 counts)  
ccc = threshold (0 to 255 counts)

**Default** LZ030,220



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** LZ sets the minimum amplitude of an internal bottom-track filter that determines bottom detection. Reducing LZ increases the bottom-track detection range, but also may increase the possibility of false bottom detections.

The LZ command also sets the minimum threshold for good bottom-track data. The ADCP flags as bad any bottom-track data with a correlation magnitude less than this value. A count value of 255 is a perfect correlation (i.e. solid target)

### 3.4 Ping Synchronization Commands

The RD Instruments Sleepy Sensor Synchronization (RDS<sup>3</sup>) protocol allows a WorkHorse to synchronize measurements with another WorkHorse or any other instrument that adheres to the RDS<sup>3</sup> specification.

#### *SA - Synchronize Before/After Ping/Ensemble*

|         |   |
|---------|---|
| Purpose | Sets the rough timing of the synchronization pulse. |
| Format  | SAxyz   |
| Range   | $x = 0, 1$<br>$y = 0, 1$<br>$z = 0, 1, 2$           |
| Default | SA001   |



**Recommended Setting.** Special applications only.

**Description** Use the SA command to set the rough timing of the synchronization pulse. The first parameter determines whether the Master (or Slave) will send (or wait for) a synchronization pulse before or after the conditions set in parameters y and z. If the second parameter is set to Ping, the third parameter determines what kind of ping to synchronize on. If parameter y is set to Ensemble, the third parameter is ignored (but must still be entered).

**Table 24: Synchronization Parameters**

| Parameter | Description                                 |
|-----------|---|
| SA000     | Send (wait for) pulse before a bottom ping. |
| SA001     | Send (wait for) pulse before a water ping.  |
| SA002     | Send (wait for) pulse before both pings     |
| SA100     | Send (wait for) pulse after a bottom ping.  |
| SA101     | Send (wait for) pulse after a water ping.   |
| SA102     | Send (wait for) pulse after both pings.     |
| SA01X     | Send (wait for) pulse before ensemble.      |
| SA11X     | Send (wait for) pulse after ensemble.       |

**Note** This command has no effect unless SM = 1 or 2.

**SI - Synchronization Interval**

|         |  |
|---------|--|
| Purpose | Sets how many pings/ensembles to wait before sending the next synchronization pulse. |
| Format  | SI $nnnnn$   |
| Range   | $nnnnn = 0$ to 65535   |



**Recommended Setting.** Special applications only.

**Description** Use the SI command to set how many pings/ensembles (depending on the SA command) to wait before sending the next synchronization pulse.

**Note** This command has no effect unless SM = 1

**SM - RDS3 Mode Select**

|         |  |
|---------|--|
| Purpose | Sets the RDS3 Mode.                                      |
| Format  | SM $n$   |
| Range   | $n = 0$ (Off), 1 (RDS3 Master mode), 2 (RDS3 Slave mode) |
| Default | SM0  |



**Recommended Setting.** Special applications only.

**Description** SM sets the RDS3 Mode. SM0 turns off the RDS3 mode and disables all other commands on this menu. SM1 sets the RDS3 Master mode and enables the SA, SI, SS, and SW commands. SM2 sets the RDS3 Slave mode and enables the SA, SS, and ST commands.

**SS - RDS3 Sleep Mode**

|         |                                      |
|---------|--------------------------------------|
| Purpose | Sets the RDS3 Sleep Mode.            |
| Format  | SS $x$                               |
| Range   | $x = 0, 1$ (0 = No Sleep, 1 = Sleep) |
| Default | SS0                                  |



**Recommended Setting.** The default setting for this command is recommended for most applications.

**Description** This command sets the RDS3 Sleep Mode. When  $x$  is set to No Sleep, the instrument remains awake while waiting for the next ping time (or synchronization pulse) in a loop. When  $x$  is set to Sleep, the instrument sleeps between pings (or synchro-

nization pulses.) There are limitations to using the Sleep Mode. An RDI WH, setup as a slave, can only synchronize to within 2.5 ms of the Master. When the Slave is in No Sleep Mode, the slave can ping to within 500 microseconds of the master. The benefits of power saving cost are synchronization accuracy.

**Table 25: Sleep Mode Parameters**

| Parameter | Description   |
|-----------|---|
| SS0       | Wait between pings (synchronization pulses) in a loop.        |
| SS1       | Wait between pings (synchronization pulses) in a sleep state. |

Note : This command has no effect unless SM = 1 or 2

#### *ST - Slave Timeout*

|         |  |
|---------|--|
| Purpose | Sets the amount of time a slave will wait to hear a synch pulse before proceeding on it's own. |
| Format  | ST <i>n</i>  |
| Range   | <i>n</i> = 0 to 10800 seconds  |
| Default | ST0  |



**Recommended Setting.** Special applications only.

|             |   |
|-------------|---|
| Description | ST sets the amount of time a slave will wait to hear a synch pulse before proceeding on its own. If a slave times out, it will ignore future synch pulses. Setting ST = 0 tells the slave to wait indefinitely. |
| Note        | This command has no effect unless SM = 2  |



**SW - Synchronization Delay**

|         |  |
|---------|--|
| Purpose | Sets the amount of time to wait after sending the pulse. |
| Format  | SW $n$   |
| Range   | $n = 0$ to 65535 (1/10 milliseconds)                     |
| Default | SW00075  |



**Recommended Setting.** The default setting for this command is recommended for most applications.

|             |  |
|-------------|--|
| Description | Use the SW command to set the amount of time to wait after sending the pulse before proceeding. This allows precise timing of measurements. For synchronizing two WorkHorses, setting SW = five allows them to ping within 100 microseconds of each other. |
| Note        | This command has no effect unless SM = 1   |

## **NOTES**



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# WorkHorse Output Data Format

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## 4 Introduction to Output Data Format

This chapter shows the output data format of the WorkHorse (including the Monitor/Sentinel, Navigator, Rio Grande, and Long Ranger). WorkHorse output data can be in either hexadecimal-ASCII or binary format. You can select this option through the CF-command (see the [“CF - Flow Control,” page 31](#)). We explain the output data formats in enough detail to let you create your own data processing or analysis programs (see [“7 How to Decode an ADCP Ensemble,” page 163](#)).

### 4.1 Hexadecimal-ASCII Output Data

Use the hexadecimal-ASCII (HexAscii) format (CFxx0xx) when you are viewing raw Workhorse data on a computer/dumb terminal. This format uses the standard ASCII codes for 0 through F to represent numeric values as hexadecimal digits. Other standard ASCII characters (text) and control commands (carriage return, line feed, end of file, etc.) are interpreted normally. In the HexAscii mode, the Workhorse sends data in one line of ASCII characters. There are no carriage returns and/or line feed sequences (CR/LF) sent from the ADCP. The CRT provides a CR/LF after 60 characters.



**NOTE.** HexAscii PD0 data is not supported by RDI's software.

## 4.2 Binary Output Data Format

Use the binary format (CFxx1xx) when recording/processing Workhorse data on an external device. The binary format uses less storage space and has a faster transmission time than the HexAscii format. A dumb terminal is of little use in binary format because the terminal interprets some of the data as control characters.



**NOTE.** All of RDI's software supports binary PD0 formatted data only.

## 5 PD0 Output Data Format

The following description is for the standard PD0 Workhorse output data format. [Figure 5, page 110](#) through [Figure 12, page 135](#) shows the ASCII and binary data formats for the Workhorse PD0 mode. [Table 26, page 111](#) through [Table 35, page 135](#) defines each field in the output data structure.

After completing a data collection cycle, the Workhorse immediately sends a data ensemble. The following pages show the types and sequence of data that you may include in the Workhorse output data ensemble and the number of bytes required for each data type. The Workhorse sends all the data for a given type for all depth cells and all beams before the next data type begins.

The Workhorse by default is set to collect velocity, correlation data, echo intensity, and percent good data. The data, preceded by ID code 7F7F, contains header data (explained in [Table 26, page 111](#)). The fixed and variable leader data is preceded by ID codes 0000 and 8000, (explained in [Table 27, page 114](#) and [Table 28, page 120](#)). The Workhorse always collects Header and Leader.

The remaining lines include velocity (ID Code: 0001), correlation magnitude (0002), echo intensity (0003), and percent good (0004). The final field is a data-validity checksum.

|                          |  |
|--------------------------|--|
| ALWAYS OUTPUT            | <b>HEADER</b><br>(6 BYTES + [2 x No. OF DATA TYPES])               |
|                          | <b>FIXED LEADER DATA</b><br>(53 BYTES)                             |
|                          | <b>VARIABLE LEADER DATA</b><br>(65 BYTES)                          |
| WD-command<br>WP-command | <b>VELOCITY</b><br>(2 BYTES + 8 BYTES PER DEPTH CELL)              |
|                          | <b>CORRELATION MAGNITUDE</b><br>(2 BYTES + 4 BYTES PER DEPTH CELL) |
|                          | <b>ECHO INTENSITY</b><br>(2 BYTES + 4 BYTES PER DEPTH CELL)        |
|                          | <b>PERCENT GOOD</b><br>(2 BYTES + 4 BYTES PER DEPTH CELL)          |
| BP-command               | <b>BOTTOM TRACK DATA</b><br>(85 BYTES)                             |
| ALWAYS OUTPUT            | <b>RESERVED</b><br>(2 BYTES)                                       |
|                          | <b>CHECKSUM</b><br>(2 BYTES)                                       |

**Figure 4. PD0 Standard Output Data Buffer Format**



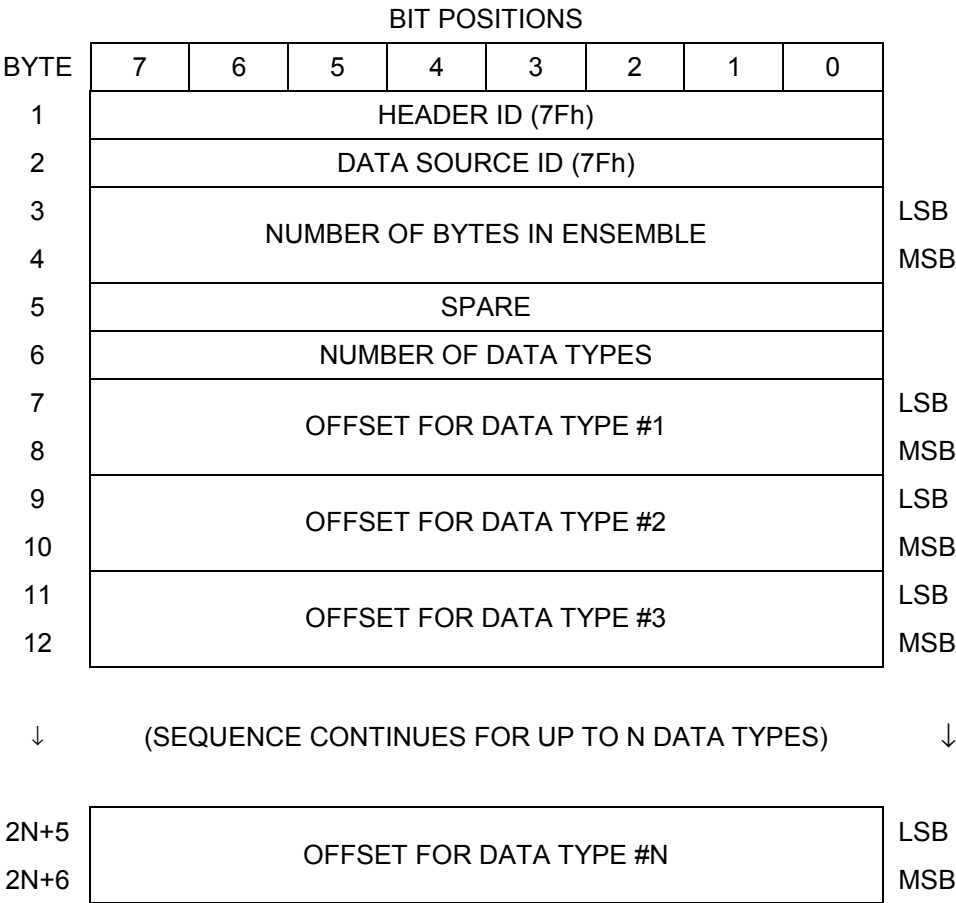
**NOTE.** Some data outputs are in bytes per depth cell. For example, if the WN-command (number of depth cells) = 30 (default), and the following data are selected for output, the required data buffer storage space is 835 bytes per ensemble.

```
WD-COMMAND = WD 111 100 000 (default), WP-COMMAND > 0, BP-COMMAND > 0
20  BYTES OF HEADER DATA (6 + [2x Number Of Data Types])
53  BYTES OF FIXED LEADER DATA (FIXED)
65  BYTES OF VARIABLE LEADER DATA (FIXED)
242 BYTES OF VELOCITY DATA (2 + 8 x 30)
122 BYTES OF CORRELATION MAGNITUDE DATA (2 + 4 x 30)
122 BYTES OF ECHO INTENSITY (2 + 4 x 30)
122 BYTES OF PERCENT-GOOD DATA (2 + 4 x 30)
85  BYTES OF BOTTOM TRACK DATA (FIXED)
2   BYTES OF RESERVED FOR RDI USE (FIXED)
2   BYTES OF CHECKSUM DATA (FIXED)
835 BYTES OF DATA PER ENSEMBLE
```




**NOTE.** WinRiver and VmDas may add additional bytes. See the software's User's Guide for more information.

# 5.1 Header Data Format



See [Table 26, page 111](#) for a description of the fields.

Figure 5. Binary Header Data Format



**NOTE.** This data is always output in this format.

Header information is the first item sent by the ADCP to the output buffer. The Workhorse always sends the Least Significant Byte (LSB) first.

**Table 26: Header Data Format**

| Hex Digit                 | Binary Byte           | Field  | Description   |
|---------------------------|-----------------------|--|---|
| 1,2                       | 1                     | HDR ID / Header ID   | Stores the header identification byte (7Fh).  |
| 3,4                       | 2                     | HDR ID / Data Source ID  | Stores the data source identification byte (7Fh for the Workhorse).   |
| 5-8                       | 3,4                   | Bytes / Number of bytes in ensemble                                      | This field contains the number of bytes from the start of the current ensemble up to, but not including, the 2-byte checksum ( <a href="#">Figure 12, page 135</a> ).   |
| 9,10                      | 5                     | Spare  | Undefined.  |
| 11,12                     | 6                     | No. DT / Number of Data Types  | This field contains the number of data types selected for collection. By default, fixed/variable leader, velocity, correlation magnitude, echo intensity, and percent good are selected for collection. This field will therefore have a value of six (4 data types + 2 for the Fixed/Variable Leader data).                              |
| 13-16                     | 7,8                   | Address Offset for Data Type #1 / Offset for Data Type #1                | This field contains the internal memory address offset where the Workhorse will store information for data type #1 (with this firmware, always the Fixed Leader). Adding "1" to this offset number gives the absolute Binary Byte number in the ensemble where Data Type #1 begins (the first byte of the ensemble is Binary Byte #1).    |
| 17-20                     | 9,10                  | Address Offset for Data Type #2 / Offset for Data Type #2                | This field contains the internal memory address offset where the Workhorse will store information for data type #2 (with this firmware, always the Variable Leader). Adding "1" to this offset number gives the absolute Binary Byte number in the ensemble where Data Type #2 begins (the first byte of the ensemble is Binary Byte #1). |
| 21-24 thru 2n+13 to 2n+16 | 11,12 thru 2n+5, 2n+6 | Address Offsets for Data Types #3-n / Offset for Data Type #3 through #n | These fields contain internal memory address offset where the Workhorse will store information for data type #3 through data type #n. Adding "1" to this offset number gives the absolute Binary Byte number in the ensemble where Data Types #3-n begin (first byte of ensemble is Binary Byte) #1).                                     |

## 5.2 Fixed Leader Data Format

|      |  | BIT POSITIONS               |   |   |   |   |   |   |   |         |  |
|------|--|-----------------------------|---|---|---|---|---|---|---|---------|--|
| BYTE |  | 7                           | 6 | 5 | 4 | 3 | 2 | 1 | 0 |         |  |
| 1    |  | FIXED LEADER ID             |   |   |   |   |   |   |   | LSB 00h |  |
| 2    |  |                             |   |   |   |   |   |   |   | MSB 00h |  |
| 3    |  | CPU F/W VER.                |   |   |   |   |   |   |   |         |  |
| 4    |  | CPU F/W REV.                |   |   |   |   |   |   |   |         |  |
| 5    |  | SYSTEM CONFIGURATION        |   |   |   |   |   |   |   | LSB     |  |
| 6    |  |                             |   |   |   |   |   |   |   | MSB     |  |
| 7    |  | REAL/SIM FLAG               |   |   |   |   |   |   |   |         |  |
| 8    |  | SPARE                       |   |   |   |   |   |   |   |         |  |
| 9    |  | NUMBER OF BEAMS             |   |   |   |   |   |   |   |         |  |
| 10   |  | NUMBER OF CELLS {WN}        |   |   |   |   |   |   |   |         |  |
| 11   |  | PINGS PER ENSEMBLE {WP}     |   |   |   |   |   |   |   | LSB     |  |
| 12   |  |                             |   |   |   |   |   |   |   | MSB     |  |
| 13   |  | DEPTH CELL LENGTH {WS}      |   |   |   |   |   |   |   | LSB     |  |
| 14   |  |                             |   |   |   |   |   |   |   | MSB     |  |
| 15   |  | BLANK AFTER TRANSMIT {WF}   |   |   |   |   |   |   |   | LSB     |  |
| 16   |  |                             |   |   |   |   |   |   |   | MSB     |  |
| 17   |  | PROFILING MODE {WM}         |   |   |   |   |   |   |   |         |  |
| 18   |  | LOW CORR THRESH {WC}        |   |   |   |   |   |   |   |         |  |
| 19   |  | NO. CODE REPS               |   |   |   |   |   |   |   |         |  |
| 20   |  | %GD MINIMUM {WG}            |   |   |   |   |   |   |   |         |  |
| 21   |  | ERROR VELOCITY MAXIMUM {WE} |   |   |   |   |   |   |   | LSB     |  |
| 22   |  |                             |   |   |   |   |   |   |   | MSB     |  |
| 23   |  | TPP MINUTES                 |   |   |   |   |   |   |   |         |  |
| 24   |  | TPP SECONDS                 |   |   |   |   |   |   |   |         |  |
| 25   |  | TPP HUNDREDTHS {TP}         |   |   |   |   |   |   |   |         |  |
| 26   |  | COORDINATE TRANSFORM {EX}   |   |   |   |   |   |   |   |         |  |
| 27   |  | HEADING ALIGNMENT {EA}      |   |   |   |   |   |   |   | LSB     |  |
| 28   |  |                             |   |   |   |   |   |   |   | MSB     |  |

Continued Next Page



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|    |   |     |
|----|---|-----|
| 29 | HEADING BIAS {EB}                                       | LSB |
| 30 |   | MSB |
| 31 | SENSOR SOURCE {EZ}                                      |     |
| 32 | SENSORS AVAIL {EC}                                      |     |
| 33 | BIN 1 DISTANCE  |     |
| 34 |   |     |
| 35 | XMIT PULSE LENGTH BASED ON {WT}                         | LSB |
| 36 |   | MSB |
| 37 | (starting cell) WP REF LAYER AVERAGE {WL} (ending cell) | LSB |
| 38 |   | MSB |
| 39 | FALSE TARGET THRESH {WA}                                |     |
| 40 | SPARE   |     |
| 41 | TRANSMIT LAG DISTANCE                                   | LSB |
| 42 |   | MSB |
| 43 | CPU BOARD SERIAL NUMBER                                 | LSB |
| 44 |   |     |
| 45 |   |     |
| 46 |   |     |
| 47 |   |     |
| 48 |   |     |
| 49 |   |     |
| 50 |   | MSB |
| 51 | SYSTEM BANDWIDTH {WB}                                   | LSB |
| 52 |   | MSB |
| 53 | SYSTEM POWER {CQ}                                       |     |

See [Table 27, page 114](#) for a description of the fields**Figure 6. Fixed Leader Data Format****NOTE.** This data is always output in this format.

Fixed Leader data refers to the non-dynamic Workhorse data that only changes when you change certain commands. Fixed Leader data also contain hardware information. The Workhorse always sends Fixed Leader data as output data (LSBs first).

**Table 27: Fixed Leader Data Format**

| Hex Digit | Binary Byte | Field                          | Description   |      |   |   |   |   |                          |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
|-----------|-------------|--------------------------------|---|------|---|---|---|---|--------------------------|---|---|---|--|---|---|---|---|---|---|---|---|--|---------------|---|---|---|---|---|---|---|---|--|----------------|---|---|---|---|---|---|---|---|--|----------------|---|---|---|---|---|---|---|---|--|----------------|---|---|---|---|---|---|---|---|--|-----------------|---|---|---|---|---|---|---|---|--|-----------------|---|---|---|---|---|---|---|---|--|-------------------|---|---|---|---|---|---|---|---|--|------------------|---|---|---|---|---|---|---|---|--|------------------|---|---|---|---|---|---|---|---|--|------------------|---|---|---|---|---|---|---|---|--|------------------|---|---|---|---|---|---|---|---|--|------------------|---|---|---|---|---|---|---|---|--|------------------|---|---|---|---|---|---|---|---|--|------------------|---|---|---|---|---|---|---|---|--|----------------|------|---|---|---|---|---|---|---|---|--|---|---|---|---|---|---|---|---|--|----------------|---|---|---|---|---|---|---|---|--|----------------|---|---|---|---|---|---|---|---|--|----------------|---|---|---|---|---|---|---|---|--|------------------|---|---|---|---|---|---|---|---|--|---------------------|---|---|---|---|---|---|---|---|--|-----------------------|---|---|---|---|---|---|---|---|--|--------------------------|
| 1-4       | 1,2         | FID / Fixed Leader ID          | Stores the Fixed Leader identification word (00 00h).   |      |   |   |   |   |                          |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| 5,6       | 3           | fv / CPU F/W Ver.              | Contains the version number of the CPU firmware.  |      |   |   |   |   |                          |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| 7,8       | 4           | fr / CPU F/W Rev.              | Contains the revision number of the CPU firmware.   |      |   |   |   |   |                          |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| 9-12      | 5,6         | Sys Cfg / System Configuration | <div>This field defines the Workhorse hardware configuration. Convert this field (2 bytes, LSB first) to binary and interpret as follows.</div> <div><div>LSB</div><table><tr><td>BITS</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td><td></td></tr><tr><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>0</td><td>0</td><td>0</td><td></td><td>75-kHz SYSTEM</td></tr><tr><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>0</td><td>0</td><td>1</td><td></td><td>150-kHz SYSTEM</td></tr><tr><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>0</td><td>1</td><td>0</td><td></td><td>300-kHz SYSTEM</td></tr><tr><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>0</td><td>1</td><td>1</td><td></td><td>600-kHz SYSTEM</td></tr><tr><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>1</td><td>0</td><td>0</td><td></td><td>1200-kHz SYSTEM</td></tr><tr><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>1</td><td>0</td><td>1</td><td></td><td>2400-kHz SYSTEM</td></tr><tr><td>-</td><td>-</td><td>-</td><td>-</td><td>0</td><td>-</td><td>-</td><td>-</td><td></td><td>CONCAVE BEAM PAT.</td></tr><tr><td>-</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td><td>CONVEX BEAM PAT.</td></tr><tr><td>-</td><td>-</td><td>0</td><td>0</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td><td>SENSOR CONFIG #1</td></tr><tr><td>-</td><td>-</td><td>0</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td><td>SENSOR CONFIG #2</td></tr><tr><td>-</td><td>-</td><td>1</td><td>0</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td><td>SENSOR CONFIG #3</td></tr><tr><td>-</td><td>0</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td><td>XDCR HD NOT ATT.</td></tr><tr><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td><td>XDCR HD ATTACHED</td></tr><tr><td>0</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td><td>DOWN FACING BEAM</td></tr><tr><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td><td>UP-FACING BEAM</td></tr></table><div><div>MSB</div><table><tr><td>BITS</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td><td></td></tr><tr><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>0</td><td>0</td><td></td><td>15E BEAM ANGLE</td></tr><tr><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>0</td><td>1</td><td></td><td>20E BEAM ANGLE</td></tr><tr><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>1</td><td>0</td><td></td><td>30E BEAM ANGLE</td></tr><tr><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>1</td><td>1</td><td></td><td>OTHER BEAM ANGLE</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td><td>4-BEAM JANUS CONFIG</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td><td>5-BM JANUS CFG DEMOD)</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td><td>5-BM JANUS CFG. (2 DEMD)</td></tr></table></div><div>Example: Hex 5249 (i.e., hex 49 followed by hex 52) identifies a 150-kHz system, convex beam pattern, down-facing, 30E beam angle, 5 beams (3 demods).</div></div> | BITS | 7 | 6 | 5 | 4 | 3                        | 2 | 1 | 0 |  | - | - | - | - | - | 0 | 0 | 0 |  | 75-kHz SYSTEM | - | - | - | - | - | 0 | 0 | 1 |  | 150-kHz SYSTEM | - | - | - | - | - | 0 | 1 | 0 |  | 300-kHz SYSTEM | - | - | - | - | - | 0 | 1 | 1 |  | 600-kHz SYSTEM | - | - | - | - | - | 1 | 0 | 0 |  | 1200-kHz SYSTEM | - | - | - | - | - | 1 | 0 | 1 |  | 2400-kHz SYSTEM | - | - | - | - | 0 | - | - | - |  | CONCAVE BEAM PAT. | - | - | - | - | 1 | - | - | - |  | CONVEX BEAM PAT. | - | - | 0 | 0 | - | - | - | - |  | SENSOR CONFIG #1 | - | - | 0 | 1 | - | - | - | - |  | SENSOR CONFIG #2 | - | - | 1 | 0 | - | - | - | - |  | SENSOR CONFIG #3 | - | 0 | - | - | - | - | - | - |  | XDCR HD NOT ATT. | - | 1 | - | - | - | - | - | - |  | XDCR HD ATTACHED | 0 | - | - | - | - | - | - | - |  | DOWN FACING BEAM | 1 | - | - | - | - | - | - | - |  | UP-FACING BEAM | BITS | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |  | - | - | - | - | - | - | 0 | 0 |  | 15E BEAM ANGLE | - | - | - | - | - | - | 0 | 1 |  | 20E BEAM ANGLE | - | - | - | - | - | - | 1 | 0 |  | 30E BEAM ANGLE | - | - | - | - | - | - | 1 | 1 |  | OTHER BEAM ANGLE | 0 | 1 | 0 | 0 | - | - | - | - |  | 4-BEAM JANUS CONFIG | 0 | 1 | 0 | 1 | - | - | - | - |  | 5-BM JANUS CFG DEMOD) | 1 | 1 | 1 | 1 | - | - | - | - |  | 5-BM JANUS CFG. (2 DEMD) |
| BITS      | 7           | 6                              | 5   | 4    | 3 | 2 | 1 | 0 |                          |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | -                              | -   | -    | 0 | 0 | 0 |   | 75-kHz SYSTEM            |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | -                              | -   | -    | 0 | 0 | 1 |   | 150-kHz SYSTEM           |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | -                              | -   | -    | 0 | 1 | 0 |   | 300-kHz SYSTEM           |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | -                              | -   | -    | 0 | 1 | 1 |   | 600-kHz SYSTEM           |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | -                              | -   | -    | 1 | 0 | 0 |   | 1200-kHz SYSTEM          |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | -                              | -   | -    | 1 | 0 | 1 |   | 2400-kHz SYSTEM          |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | -                              | -   | 0    | - | - | - |   | CONCAVE BEAM PAT.        |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | -                              | -   | 1    | - | - | - |   | CONVEX BEAM PAT.         |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | 0                              | 0   | -    | - | - | - |   | SENSOR CONFIG #1         |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | 0                              | 1   | -    | - | - | - |   | SENSOR CONFIG #2         |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | 1                              | 0   | -    | - | - | - |   | SENSOR CONFIG #3         |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | 0           | -                              | -   | -    | - | - | - |   | XDCR HD NOT ATT.         |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | 1           | -                              | -   | -    | - | - | - |   | XDCR HD ATTACHED         |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| 0         | -           | -                              | -   | -    | - | - | - |   | DOWN FACING BEAM         |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| 1         | -           | -                              | -   | -    | - | - | - |   | UP-FACING BEAM           |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| BITS      | 7           | 6                              | 5   | 4    | 3 | 2 | 1 | 0 |                          |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | -                              | -   | -    | - | 0 | 0 |   | 15E BEAM ANGLE           |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | -                              | -   | -    | - | 0 | 1 |   | 20E BEAM ANGLE           |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | -                              | -   | -    | - | 1 | 0 |   | 30E BEAM ANGLE           |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| -         | -           | -                              | -   | -    | - | 1 | 1 |   | OTHER BEAM ANGLE         |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| 0         | 1           | 0                              | 0   | -    | - | - | - |   | 4-BEAM JANUS CONFIG      |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| 0         | 1           | 0                              | 1   | -    | - | - | - |   | 5-BM JANUS CFG DEMOD)    |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| 1         | 1           | 1                              | 1   | -    | - | - | - |   | 5-BM JANUS CFG. (2 DEMD) |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |
| 13,14     | 7           | PD / Real/Sim Flag             | This field is set by default as real data (0).  |      |   |   |   |   |                          |   |   |   |  |   |   |   |   |   |   |   |   |  |               |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                 |   |   |   |   |   |   |   |   |  |                   |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                |      |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                |   |   |   |   |   |   |   |   |  |                  |   |   |   |   |   |   |   |   |  |                     |   |   |   |   |   |   |   |   |  |                       |   |   |   |   |   |   |   |   |  |                          |

Continued next page

**Table 27: Fixed Leader Data Format (continued)**

| Hex Digit | Binary Byte | Field                         | Description  |
|-----------|-------------|-------------------------------|--|
| 15,16     | 8           | Spare                         | Undefined.   |
| 17,18     | 9           | #Bm / Number of Beams         | Contains the number of beams used to calculate velocity data (not physical beams). The Workhorse needs only three beams to calculate water-current velocities. The fourth beam provides an error velocity that determines data validity. If only three beams are available, the Workhorse does not make this validity check. <a href="#">Table 32, page 129</a> (Percent-Good Data Format) has more information. |
| 19,20     | 10          | WN / Number of Cells          | Contains the number of depth cells over which the Workhorse collects data (WN-command).<br>Scaling: LSD = 1 depth cell; Range = 1 to 128 depth cells   |
| 21-24     | 11,12       | WP / Pings Per Ensemble       | Contains the number of pings averaged together during a data ensemble (WP-command). If WP = 0, the Workhorse does not collect the WD water-profile data. Note: The Workhorse automatically extends the ensemble interval (TE) if the product of WP and time per ping (TP) is greater than TE (i.e., if $WP \times TP > TE$ ).<br>Scaling: LSD = 1 ping; Range = 0 to 16,384 pings                                |
| 25-28     | 13,14       | WS / Depth Cell Length        | Contains the length of one depth cell (WS-command).<br>Scaling: LSD = 1 centimeter; Range = 1 to 6400 cm (210 feet)  |
| 29-32     | 15,16       | WF / Blank after Transmit     | Contains the blanking distance used by the Workhorse to allow the transmit circuits time to recover before the receive cycle begins (WF-command).<br>Scaling: LSD = 1 centimeter; Range = 0 to 9999 cm (328 feet)  |
| 33,34     | 17          | Signal Processing Mode        | Contains the Signal Processing Mode. This field will always be set to 1.   |
| 35,36     | 18          | WC / Low Corr Thresh          | Contains the minimum threshold of correlation that water-profile data can have to be considered good data (WC-command).<br>Scaling: LSD = 1 count; Range = 0 to 255 counts   |
| 37,38     | 19          | cr# / No. code reps           | Contains the number of code repetitions in the transmit pulse.<br>Scaling: LSD = 1 count; Range = 0 to 255 counts  |
| 39,40     | 20          | WG / %Gd Minimum              | Contains the minimum percentage of water-profiling pings in an ensemble that must be considered good to output velocity data (WG-command).<br>Scaling: LSD = 1 percent; Range = 1 to 100 percent   |
| 41-44     | 21,22       | WE / Error Velocity Threshold | This field, initially set by the WE-command, contains the actual threshold value used to flag water-current data as good or bad. If the error velocity value exceeds this threshold, the Workhorse flags all four beams of the affected bin as bad.<br>Scaling: LSD = 1 mm/s; Range = 0 to 5000 mm/s   |
| 45,46     | 23          | Minutes                       | These fields, set by the TP-command, contain the amount of time between ping groups in the ensemble. NOTE: The Workhorse automatically extends the ensemble interval (set by TE) if $(WP \times TP > TE)$ .  |
| 47,48     | 24          | Seconds                       |  |
| 49,50     | 25          | Hundredths                    |  |

**Table 27: Fixed Leader Data Format (continued)**

| Hex Digit | Binary Byte  | Field                  | Description  |       |             |          |  |          |                             |          |  |          |  |          |                                       |          |   |          |  |
|-----------|--|------------------------|--|-------|-------------|----------|--|----------|-----------------------------|----------|--|----------|--|----------|---------------------------------------|----------|---|----------|--|
| 51,52     | 26   | EX / Coord Transform   | <p>Contains the coordinate transformation processing parameters (EX-command). These firmware switches indicate how the Workhorse collected data.</p> <p>xxx00xxx = NO TRANSFORMATION (BEAM COORDINATES)<br/>xxx01xxx = INSTRUMENT COORDINATES<br/>xxx10xxx = SHIP COORDINATES<br/>xxx11xxx = EARTH COORDINATES<br/>xxxxx1xxx = TILTS (PITCH AND ROLL) USED IN SHIP OR EARTH TRANSFORMATION<br/>xxxxxx1x = 3-BEAM SOLUTION USED IF ONE BEAM IS BELOW THE CORRELATION THRESHOLD SET BY THE WC-COMMAND<br/>xxxxxxx1 = BIN MAPPING USED</p>  |       |             |          |  |          |                             |          |  |          |  |          |                                       |          |   |          |  |
| 53-56     | 27,28  | EA / Heading Alignment | <p>Contains a correction factor for physical heading misalignment (EA-command).</p> <p>Scaling: LSD = 0.01 degree; Range = -179.99 to 180.00 degrees</p>   |       |             |          |  |          |                             |          |  |          |  |          |                                       |          |   |          |  |
| 57-60     | 29,30  | EB / Heading Bias      | <p>Contains a correction factor for electrical/magnetic heading bias (EB-command).</p> <p>Scaling: LSD = 0.01 degree; Range = -179.99 to 180.00 degrees</p>  |       |             |          |  |          |                             |          |  |          |  |          |                                       |          |   |          |  |
| 61,62     | 31   | EZ / Sensor Source     | <p>Contains the selected source of environmental sensor data (EZ-command). These firmware switches indicate the following.</p> <table><thead><tr><th>FIELD</th><th>DESCRIPTION</th></tr></thead><tbody><tr><td>x1xxxxxx</td><td>= CALCULATES EC (SPEED OF SOUND) FROM ED, ES, AND ET</td></tr><tr><td>xx1xxxxx</td><td>= USES ED FROM DEPTH SENSOR</td></tr><tr><td>xxx1xxxx</td><td>= USES EH FROM TRANSDUCER HEADING SENSOR</td></tr><tr><td>xxxx1xxx</td><td>= USES EP FROM TRANSDUCER PITCH SENSOR</td></tr><tr><td>xxxxx1xx</td><td>= USES ER FROM TRANSDUCER ROLL SENSOR</td></tr><tr><td>xxxxxx1x</td><td>= USES ES (SALINITY) FROM CONDUCTIVITY SENSOR</td></tr><tr><td>xxxxxxx1</td><td>= USES ET FROM TRANSDUCER TEMPERATURE SENSOR</td></tr></tbody></table> <p>NOTE: If the field = 0, or if the sensor is not available, the Workhorse uses the manual command setting. If the field = 1, the Workhorse uses the reading from the internal sensor or an external synchro sensor (only applicable to heading, roll, and pitch). Although you can enter a "2" in the EZ-command string, the Workhorse only displays a 0 (manual) or 1 (int/ext sensor).</p> | FIELD | DESCRIPTION | x1xxxxxx | = CALCULATES EC (SPEED OF SOUND) FROM ED, ES, AND ET | xx1xxxxx | = USES ED FROM DEPTH SENSOR | xxx1xxxx | = USES EH FROM TRANSDUCER HEADING SENSOR | xxxx1xxx | = USES EP FROM TRANSDUCER PITCH SENSOR | xxxxx1xx | = USES ER FROM TRANSDUCER ROLL SENSOR | xxxxxx1x | = USES ES (SALINITY) FROM CONDUCTIVITY SENSOR | xxxxxxx1 | = USES ET FROM TRANSDUCER TEMPERATURE SENSOR |
| FIELD     | DESCRIPTION  |                        |  |       |             |          |  |          |                             |          |  |          |  |          |                                       |          |   |          |  |
| x1xxxxxx  | = CALCULATES EC (SPEED OF SOUND) FROM ED, ES, AND ET |                        |  |       |             |          |  |          |                             |          |  |          |  |          |                                       |          |   |          |  |
| xx1xxxxx  | = USES ED FROM DEPTH SENSOR                          |                        |  |       |             |          |  |          |                             |          |  |          |  |          |                                       |          |   |          |  |
| xxx1xxxx  | = USES EH FROM TRANSDUCER HEADING SENSOR             |                        |  |       |             |          |  |          |                             |          |  |          |  |          |                                       |          |   |          |  |
| xxxx1xxx  | = USES EP FROM TRANSDUCER PITCH SENSOR               |                        |  |       |             |          |  |          |                             |          |  |          |  |          |                                       |          |   |          |  |
| xxxxx1xx  | = USES ER FROM TRANSDUCER ROLL SENSOR                |                        |  |       |             |          |  |          |                             |          |  |          |  |          |                                       |          |   |          |  |
| xxxxxx1x  | = USES ES (SALINITY) FROM CONDUCTIVITY SENSOR        |                        |  |       |             |          |  |          |                             |          |  |          |  |          |                                       |          |   |          |  |
| xxxxxxx1  | = USES ET FROM TRANSDUCER TEMPERATURE SENSOR         |                        |  |       |             |          |  |          |                             |          |  |          |  |          |                                       |          |   |          |  |
| 63,64     | 32   | EC / Sensor Avail      | <p>This field reflects if the Speed of Sound Sensor is available. The bit pattern is the same as listed for the EZ-command (above).</p>  |       |             |          |  |          |                             |          |  |          |  |          |                                       |          |   |          |  |
| 65-68     | 33,34  | dis1 / Bin 1 distance  | <p>This field contains the distance to the middle of the first depth cell (bin). This distance is a function of depth cell length (WS), the profiling mode (WM), the blank after transmit distance (WF), and speed of sound.</p> <p>Scaling: LSD = 1 centimeter; Range = 0 to 65535 cm (2150 feet)</p>   |       |             |          |  |          |                             |          |  |          |  |          |                                       |          |   |          |  |

**Table 27: Fixed Leader Data Format (continued)**

| Hex Digit      | Binary Byte | Field  | Description   |
|----------------|-------------|--|---|
| 69-72          | 35,36       | WT Xmit pulse length                             | <p>This field, set by the WT-command, contains the length of the transmit pulse. When the Workhorse receives a &lt;BREAK&gt; signal, it sets the transmit pulse length as close as possible to the depth cell length (WS-command). This means the Workhorse uses a WT <u>command</u> of zero. However, the WT <u>field</u> contains the actual length of the transmit pulse used.</p> <p>Scaling: LSD = 1 centimeter; Range = 0 to 65535 cm (2150 feet)</p> |
| 73,74<br>75,76 | 37,38       | WL / WP Ref Lyr Avg (Starting cell, Ending cell) | <p>Contains the starting depth cell (LSB, byte 37) and the ending depth cell (MSB, byte 38) used for water reference layer averaging (WL-command).</p> <p>Scaling: LSD = 1 depth cell; Range = 1 to 128 depth cells</p>   |
| 77,78          | 39          | WA / False Tgt Thresh                            | <p>Contains the threshold value used to reject data received from a false target, usually fish (WA-command).</p> <p>Scaling: LSD = 1 count; Range = 0 to 255 counts (255 disables)</p>  |
| 79,80          | 40          | Spare  | Contains the CX-command setting. Range = 0 to 5   |
| 81-84          | 41,42       | LagD / Transmit lag distance                     | <p>This field, determined mainly by the setting of the WM-command, contains the distance between pulse repetitions.</p> <p>Scaling: LSD = 1 centimeter; Range = 0 to 65535 centimeters</p>  |
| 85-100         | 43-50       | CPU Board Serial Number                          | Contains the serial number of the CPU board.  |
| 101-105        | 51-52       | WB / System Bandwidth                            | Contains the WB-command setting. Range = 0 to 1   |
| 106-107        | 53          | System Power                                     | Contains the CQ-command setting. Range 0 to 255.  |

## 5.3 Variable Leader Data Format

| BIT POSITIONS |                          |   |   |   |   |   |   |   |     |                     |
|---------------|--------------------------|---|---|---|---|---|---|---|-----|---------------------|
| BYTE          | 7                        | 6 | 5 | 4 | 3 | 2 | 1 | 0 |     |                     |
| 1             | VARIABLE LEADER ID       |   |   |   |   |   |   |   | 80h |                     |
| 2             |                          |   |   |   |   |   |   |   | 00h |                     |
| 3             | ENSEMBLE NUMBER          |   |   |   |   |   |   |   | LSB |                     |
| 4             |                          |   |   |   |   |   |   |   | MSB |                     |
| 5             | RTC YEAR {TS}            |   |   |   |   |   |   |   |     |                     |
| 6             |                          |   |   |   |   |   |   |   |     | RTC MONTH {TS}      |
| 7             |                          |   |   |   |   |   |   |   |     | RTC DAY {TS}        |
| 8             |                          |   |   |   |   |   |   |   |     | RTC HOUR {TS}       |
| 9             |                          |   |   |   |   |   |   |   |     | RTC MINUTE {TS}     |
| 10            |                          |   |   |   |   |   |   |   |     | RTC SECOND {TS}     |
| 11            |                          |   |   |   |   |   |   |   |     | RTC HUNDREDTHS {TS} |
| 12            | ENSEMBLE # MSB           |   |   |   |   |   |   |   |     |                     |
| 13            | BIT RESULT               |   |   |   |   |   |   |   | LSB |                     |
| 14            |                          |   |   |   |   |   |   |   | MSB |                     |
| 15            | SPEED OF SOUND {EC}      |   |   |   |   |   |   |   | LSB |                     |
| 16            |                          |   |   |   |   |   |   |   | MSB |                     |
| 17            | DEPTH OF TRANSDUCER {ED} |   |   |   |   |   |   |   | LSB |                     |
| 18            |                          |   |   |   |   |   |   |   | MSB |                     |
| 19            | HEADING {EH}             |   |   |   |   |   |   |   | LSB |                     |
| 20            |                          |   |   |   |   |   |   |   | MSB |                     |
| 21            | PITCH (TILT 1) {EP}      |   |   |   |   |   |   |   | LSB |                     |
| 22            |                          |   |   |   |   |   |   |   | MSB |                     |
| 23            | ROLL (TILT 2) {ER}       |   |   |   |   |   |   |   | LSB |                     |
| 24            |                          |   |   |   |   |   |   |   | MSB |                     |
| 25            | SALINITY {ES}            |   |   |   |   |   |   |   | LSB |                     |
| 26            |                          |   |   |   |   |   |   |   | MSB |                     |
| 27            | TEMPERATURE {ET}         |   |   |   |   |   |   |   | LSB |                     |
| 28            |                          |   |   |   |   |   |   |   | MSB |                     |
| 29            | MPT MINUTES              |   |   |   |   |   |   |   |     |                     |
| 30            |                          |   |   |   |   |   |   |   |     | MPT SECONDS         |
| 31            |                          |   |   |   |   |   |   |   |     | MPT HUNDREDTHS      |
| 32            | HDG STD DEV              |   |   |   |   |   |   |   |     |                     |
| 33            |                          |   |   |   |   |   |   |   |     | PITCH STD DEV       |
| 34            |                          |   |   |   |   |   |   |   |     | ROLL STD DEV        |

Continued Next Page

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|    |                               |     |
|----|-------------------------------|-----|
| 35 | ADC CHANNEL 0                 |     |
| 36 | ADC CHANNEL 1                 |     |
| 37 | ADC CHANNEL 2                 |     |
| 38 | ADC CHANNEL 3                 |     |
| 39 | ADC CHANNEL 4                 |     |
| 40 | ADC CHANNEL 5                 |     |
| 41 | ADC CHANNEL 6                 |     |
| 42 | ADC CHANNEL 7                 |     |
| 43 | ERROR STATUS WORD (ESW) {CY?} | LSB |
| 44 |                               |     |
| 45 |                               |     |
| 46 |                               | MSB |
| 47 | SPARE                         |     |
| 48 | PRESSURE                      |     |
| 49 |                               | LSB |
| 50 |                               |     |
| 51 |                               |     |
| 52 |                               | MSB |
| 53 | PRESSURE SENSOR VARIANCE      | LSB |
| 54 |                               |     |
| 55 |                               |     |
| 56 |                               | MSB |
| 57 | SPARE                         |     |
| 58 | RTC CENTURY                   |     |
| 59 | RTC YEAR                      |     |
| 60 | RTC MONTH                     |     |
| 61 | RTC DAY                       |     |
| 62 | RTC HOUR                      |     |
| 63 | RTC MINUTE                    |     |
| 64 | RTC SECOND                    |     |
| 65 | RTC HUNDREDTH                 |     |

See [Table 28, page 120](#) for a description of the fields.**Figure 7. Variable Leader Data Format****NOTE.** This data is always output in this format.

Variable Leader data refers to the dynamic Workhorse data (from clocks/sensors) that change with each ping. The Workhorse always sends Variable Leader data as output data (LSBs first).

**Table 28: Variable Leader Data Format**

| Hex Digit | Binary Byte | Field                    | Description  |
|-----------|-------------|--------------------------|--|
| 1-4       | 1,2         | VID / Variable Leader ID | Stores the Variable Leader identification word (80 00h).   |
| 5-8       | 3,4         | Ens / Ensemble Number    | <p>This field contains the sequential number of the ensemble to which the data in the output buffer apply.</p> <p>Scaling: LSD = 1 ensemble; Range = 1 to 65,535 ensembles</p> <p>NOTE: The first ensemble collected is #1. At "rollover," we have the following sequence:</p> <pre> 1 = ENSEMBLE NUMBER 1 ↓ 65535 = ENSEMBLE NUMBER 65,535   ENSEMBLE 0 = ENSEMBLE NUMBER 65,536   #MSB FIELD 1 = ENSEMBLE NUMBER 65,537   (BYTE 12) INCR. </pre>           |
| 9,10      | 5           | RTC Year                 | These fields contain the time from the Workhorse's real-time clock (RTC) that the current data ensemble began. The TS-command (Set Real-Time Clock) initially sets the clock. The Workhorse <u>does</u> account for leap years.  |
| 11,12     | 6           | RTC Month                |  |
| 13,14     | 7           | RTC Day                  |  |
| 15,16     | 8           | RTC Hour                 |  |
| 17,18     | 9           | RTC Minute               |  |
| 19,22     | 10          | RTC Second               |  |
| 21,22     | 11          | RTC Hundredths           |  |
| 23-24     | 12          | Ensemble # MSB           | This field increments each time the Ensemble Number field (bytes 3,4) "rolls over." This allows ensembles up to 16,777,215. See Ensemble Number field above.   |
| 25-28     | 13,14       | BIT / BIT Result         | <p>This field contains the results of the Workhorse's Built-in Test function. A zero code indicates a successful BIT result.</p> <pre> BYTE 13  BYTE 14  (BYTE 14 RESERVED FOR FUTURE USE) 1xxxxxxx xxxxxxxx = RESERVED x1xxxxxx xxxxxxxx = RESERVED xx1xxxxx xxxxxxxx = RESERVED xxx1xxxx xxxxxxxx = DEMOD 1 ERROR xxxx1xxx xxxxxxxx = DEMOD 0 ERROR xxxxx1xx xxxxxxxx = RESERVED xxxxxx1x xxxxxxxx = TIMING CARD ERROR xxxxxxx1 xxxxxxxx = RESERVED </pre> |
| 29-32     | 15,16       | EC / Speed of Sound      | <p>Contains either manual or calculated speed of sound information (EC-command).</p> <p>Scaling: LSD = 1 meter per second; Range = 1400 to 1600 m/s</p>  |

Continued next page



**Table 28: Variable Leader Data Format (continued)**

| Hex Digit | Binary Byte | Field                    | Description   |
|-----------|-------------|--------------------------|---|
| 33-36     | 17,18       | ED / Depth of Transducer | Contains the depth of the transducer below the water surface (ED-command). This value may be a manual setting or a reading from a depth sensor.<br><br>Scaling: LSD = 1 decimeter; Range = 1 to 9999 decimeters   |
| 37-40     | 19,20       | EH / Heading             | Contains the Workhorse heading angle (EH-command). This value may be a manual setting or a reading from a heading sensor.<br><br>Scaling: LSD = 0.01 degree; Range = 000.00 to 359.99 degrees   |
| 41-44     | 21,22       | EP / Pitch (Tilt 1)      | Contains the Workhorse pitch angle (EP-command). This value may be a manual setting or a reading from a tilt sensor. Positive values mean that Beam #3 is spatially higher than Beam #4.<br><br>Scaling: LSD = 0.01 degree; Range = -20.00 to +20.00 degrees  |
| 45-48     | 23,24       | ER / Roll (Tilt 2)       | Contains the Workhorse roll angle (ER-command). This value may be a manual setting or a reading from a tilt sensor. For up-facing Workhorses, positive values mean that Beam #2 is spatially higher than Beam #1. For down-facing Workhorses, positive values mean that Beam #1 is spatially higher than Beam #2.<br><br>Scaling: LSD = 0.01 degree; Range = -20.00 to +20.00 degrees |
| 49-52     | 25,26       | ES / Salinity            | Contains the salinity value of the water at the transducer head (ES-command). This value may be a manual setting or a reading from a conductivity sensor.<br><br>Scaling: LSD = 1 part per thousand; Range = 0 to 40 ppt  |
| 53-56     | 27,28       | ET / Temperature         | Contains the temperature of the water at the transducer head (ET-command). This value may be a manual setting or a reading from a temperature sensor.<br><br>Scaling: LSD = 0.01 degree; Range = -5.00 to +40.00 degrees  |
| 57,58     | 29          | MPT minutes              | This field contains the <u>M</u> inimum <u>P</u> re- <u>P</u> ing <u>W</u> ait <u>T</u> ime between ping groups in the ensemble.  |
| 59,60     | 30          | MPT seconds              |   |
| 61,62     | 31          | MPT hundredths           |   |
| 63,64     | 32          | H/Hdg Std Dev            | These fields contain the standard deviation (accuracy) of the heading and tilt angles from the gyrocompass/pendulums.<br><br>Scaling (Heading): LSD = 1°; Range = 0 to 180° Scaling (Tilts): LSD = 0.1°; Range = 0.0 to 20.0°   |
| 65,66     | 33          | P/Pitch Std Dev          |   |
| 67,68     | 34          | R/Roll Std Dev           |   |

**Table 28: Variable Leader Data Format (continued)**

| Hex Digit           | Binary Byte          | Field             | Description   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
|---------------------|----------------------|-------------------|---|---------------------|------------------|-------|------------------|----|---------------------|----|---------------|----|---------------|---|---------------|---|---|---------|-------------|---|--------------|---|--------------|---|--------------|---|--------------|---|--------------|---|---------------|---|---------------|---|----------------------|---|---|---|---|---|---|---|---------------------|---|---|---|---|---|---|---|---|---|----------------|---|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|---|------------|---|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|---|----------|------|----|----|----|----|----|----|----|----|--|---|---|---|---|---|---|---|---|---|---------|---|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|---|-------------|---|---|---|---|---|---|---|---|---|----------------|
| 69-70               | 35                   | ADC Channel 0     | <p>These fields contain the outputs of the Analog-to-Digital Converter (ADC) located on the DSP board. The ADC sequentially samples one of the eight channels per ping group (the number of ping groups per ensemble is the maximum of the WP). These fields are zeroed at the beginning of the deployment and updated each ensemble at the rate of one channel per ping group. For example, if the ping group size is 5, then:</p> <table><tr><td>END OF ENSEMBLE No.</td><td>CHANNELS UPDATED</td></tr><tr><td>Start</td><td>All channels = 0</td></tr><tr><td>1</td><td>0, 1, 2, 3, 4</td></tr><tr><td>2</td><td>5, 6, 7, 0, 1</td></tr><tr><td>3</td><td>2, 3, 4, 5, 6</td></tr><tr><td>4</td><td>7, 0, 8, 2, 3</td></tr><tr><td>↓</td><td>↓</td></tr></table> <p>Here is the description for each channel:</p> <table><tr><th>CHANNEL</th><th>DESCRIPTION</th></tr><tr><td>0</td><td>XMIT CURRENT</td></tr><tr><td>1</td><td>XMIT VOLTAGE</td></tr><tr><td>2</td><td>AMBIENT TEMP</td></tr><tr><td>3</td><td>PRESSURE (+)</td></tr><tr><td>4</td><td>PRESSURE (-)</td></tr><tr><td>5</td><td>ATTITUDE TEMP</td></tr><tr><td>6</td><td>ATTITUDE</td></tr><tr><td>7</td><td>CONTAMINATION SENSOR</td></tr></table> <p>Note that the ADC values may be “noisy” from sample-to-sample, but are useful for detecting long-term trends.</p>  | END OF ENSEMBLE No. | CHANNELS UPDATED | Start | All channels = 0 | 1  | 0, 1, 2, 3, 4       | 2  | 5, 6, 7, 0, 1 | 3  | 2, 3, 4, 5, 6 | 4 | 7, 0, 8, 2, 3 | ↓ | ↓ | CHANNEL | DESCRIPTION | 0 | XMIT CURRENT | 1 | XMIT VOLTAGE | 2 | AMBIENT TEMP | 3 | PRESSURE (+) | 4 | PRESSURE (-) | 5 | ATTITUDE TEMP | 6 | ATTITUDE      | 7 | CONTAMINATION SENSOR |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| END OF ENSEMBLE No. | CHANNELS UPDATED     |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| Start               | All channels = 0     |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 1                   | 0, 1, 2, 3, 4        |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 2                   | 5, 6, 7, 0, 1        |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 3                   | 2, 3, 4, 5, 6        |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 4                   | 7, 0, 8, 2, 3        |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| ↓                   | ↓                    |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| CHANNEL             | DESCRIPTION          |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 0                   | XMIT CURRENT         |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 1                   | XMIT VOLTAGE         |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 2                   | AMBIENT TEMP         |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 3                   | PRESSURE (+)         |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 4                   | PRESSURE (-)         |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 5                   | ATTITUDE TEMP        |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 6                   | ATTITUDE             |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 7                   | CONTAMINATION SENSOR |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 71-72               | 36                   | ADC Channel 1     |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 73-74               | 37                   | ADC Channel 2     |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 75-76               | 38                   | ADC Channel 3     |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 77-78               | 39                   | ADC Channel 4     |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 79-80               | 40                   | ADC Channel 5     |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 81-82               | 41                   | ADC Channel 6     |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 83-84               | 42                   | ADC Channel 7     |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
|                     |                      |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
|                     |                      |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 85-86               | 43                   | Error Status Word | <p>Contains the long word containing the bit flags for the CY? Command. The ESW is cleared (set to zero) between each ensemble.</p> <p>Note that each number above represents one bit set – they may occur in combinations. For example, if the long word value is 0000C000 (hexadecimal), then it indicates that <u>both</u> a cold wake-up (0004000) and an unknown wake-up (00008000) occurred.</p> <p>Low 16 BITS</p> <p>LSB</p> <table><tr><td>BITS</td><td>07</td><td>06</td><td>05</td><td>04</td><td>03</td><td>02</td><td>01</td><td>00</td><td></td></tr><tr><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>1</td><td>Bus Error</td></tr><tr><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>1</td><td>x</td><td>Address Error</td></tr><tr><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>1</td><td>x</td><td>x</td><td>Illegal Instruction</td></tr><tr><td>x</td><td>x</td><td>x</td><td>x</td><td>1</td><td>x</td><td>x</td><td>x</td><td>x</td><td>Divide by Zero</td></tr><tr><td>x</td><td>x</td><td>x</td><td>1</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>Emulator</td></tr><tr><td>x</td><td>x</td><td>1</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>Unassigned</td></tr><tr><td>x</td><td>1</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>Not Used</td></tr><tr><td>1</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>Not Used</td></tr></table> <p>Low 16 BITS</p> <p>MSB</p> <table><tr><td>BITS</td><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>09</td><td>08</td><td></td></tr><tr><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>1</td><td>Pinging</td></tr><tr><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>1</td><td>x</td><td>Not Used</td></tr><tr><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>1</td><td>x</td><td>x</td><td>Not Used</td></tr><tr><td>x</td><td>x</td><td>x</td><td>x</td><td>1</td><td>x</td><td>x</td><td>x</td><td>x</td><td>Not Used</td></tr><tr><td>x</td><td>x</td><td>x</td><td>1</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>Not Used</td></tr><tr><td>x</td><td>x</td><td>1</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>Not Used</td></tr><tr><td>x</td><td>1</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>Cold Wakeup</td></tr><tr><td>1</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>x</td><td>Unknown Wakeup</td></tr></table> | BITS                | 07               | 06    | 05               | 04 | 03                  | 02 | 01            | 00 |               | x | x             | x | x | x       | x           | x | x            | 1 | Bus Error    | x | x            | x | x            | x | x            | x | 1             | x | Address Error | x | x                    | x | x | x | x | 1 | x | x | Illegal Instruction | x | x | x | x | 1 | x | x | x | x | Divide by Zero | x | x | x | 1 | x | x | x | x | x | Emulator | x | x | 1 | x | x | x | x | x | x | Unassigned | x | 1 | x | x | x | x | x | x | x | Not Used | 1 | x | x | x | x | x | x | x | x | Not Used | BITS | 15 | 14 | 13 | 12 | 11 | 10 | 09 | 08 |  | x | x | x | x | x | x | x | x | 1 | Pinging | x | x | x | x | x | x | x | 1 | x | Not Used | x | x | x | x | x | x | 1 | x | x | Not Used | x | x | x | x | 1 | x | x | x | x | Not Used | x | x | x | 1 | x | x | x | x | x | Not Used | x | x | 1 | x | x | x | x | x | x | Not Used | x | 1 | x | x | x | x | x | x | x | Cold Wakeup | 1 | x | x | x | x | x | x | x | x | Unknown Wakeup |
| BITS                | 07                   | 06                | 05  | 04                  | 03               | 02    | 01               | 00 |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| x                   | x                    | x                 | x   | x                   | x                | x     | x                | 1  | Bus Error           |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| x                   | x                    | x                 | x   | x                   | x                | x     | 1                | x  | Address Error       |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| x                   | x                    | x                 | x   | x                   | x                | 1     | x                | x  | Illegal Instruction |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| x                   | x                    | x                 | x   | 1                   | x                | x     | x                | x  | Divide by Zero      |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| x                   | x                    | x                 | 1   | x                   | x                | x     | x                | x  | Emulator            |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| x                   | x                    | 1                 | x   | x                   | x                | x     | x                | x  | Unassigned          |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| x                   | 1                    | x                 | x   | x                   | x                | x     | x                | x  | Not Used            |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 1                   | x                    | x                 | x   | x                   | x                | x     | x                | x  | Not Used            |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| BITS                | 15                   | 14                | 13  | 12                  | 11               | 10    | 09               | 08 |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| x                   | x                    | x                 | x   | x                   | x                | x     | x                | 1  | Pinging             |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| x                   | x                    | x                 | x   | x                   | x                | x     | 1                | x  | Not Used            |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| x                   | x                    | x                 | x   | x                   | x                | 1     | x                | x  | Not Used            |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| x                   | x                    | x                 | x   | 1                   | x                | x     | x                | x  | Not Used            |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| x                   | x                    | x                 | 1   | x                   | x                | x     | x                | x  | Not Used            |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| x                   | x                    | 1                 | x   | x                   | x                | x     | x                | x  | Not Used            |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| x                   | 1                    | x                 | x   | x                   | x                | x     | x                | x  | Cold Wakeup         |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 1                   | x                    | x                 | x   | x                   | x                | x     | x                | x  | Unknown Wakeup      |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |
| 87-88               | 44                   |                   |   |                     |                  |       |                  |    |                     |    |               |    |               |   |               |   |   |         |             |   |              |   |              |   |              |   |              |   |              |   |               |   |               |   |                      |   |   |   |   |   |   |   |                     |   |   |   |   |   |   |   |   |   |                |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |      |    |    |    |    |    |    |    |    |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |   |             |   |   |   |   |   |   |   |   |   |                |

**Table 28: Variable Leader Data Format (continued)**

| Hex Digit | Binary Byte | Field             | Description   |
|-----------|-------------|-------------------|---|
| 89-90     | 45          |                   | High 16 BITS<br>LSB<br>BITS 24 23 22 21 20 19 18 17<br>x x x x x x x 1 Clock Read Error<br>x x x x x x 1 x Not Used<br>x x x x x 1 x x Not Used<br>x x x x 1 x x x Not Used<br>x x x 1 x x x x Not Used<br>x x 1 x x x x x Not Used<br>x 1 x x x x x x Not Used<br>1 x x x x x x x Not Used                 |
| 91-92     | 46          |                   | High 16 BITS<br>MSB<br>BITS 32 31 30 29 28 27 26 25<br>x x x x x x x 1 Not Used<br>x x x x x x 1 x Not Used<br>x x x x x 1 x x Not Used<br>x x x x 1 x x x Not Used<br>x x x 1 x x x x Not Used<br>x x 1 x x x x x Spurious UART IRQ<br>x 1 x x x x x x Spurious CLOCK IRQ<br>1 x x x x x x x Power Failure |
| 93-96     | 47-48       | Reserved          | Reserved for RDI use.   |
| 97-104    | 49-52       | Pressure          | Contains the pressure of the water at the transducer head relative to one atmosphere (sea level). Output is in deca-pascals.<br><br>Scaling: LSD=1 pascal; Range=0 to 4,294,967,295 pascals   |
| 105-112   | 53-56       | Pressure variance | Contains the variance (deviation about the mean) of the pressure sensor data. Output is in deca-pascals.<br><br>Scaling: LSD=1 pascal; Range=0 to 4,294,967,295 pascals   |
| 113-114   | 57          | Spare             | Spare   |
| 115-116   | 58          | RTC Century       | These fields contain the time from the Workhorse's Y2K compliant real-time clock (RTC) that the current data ensemble began. The TT-command (Set Real-Time Clock) initially sets the clock. The Workhorse <u>does</u> account for leap years.   |
| 117-118   | 59          | RTC Year          |   |
| 119-120   | 60          | RTC Month         |   |
| 121-122   | 61          | RTC Day           |   |
| 123-124   | 62          | RTC Hour          |   |
| 125-126   | 63          | RTC Minute        |   |
| 127-128   | 64          | RTC Seconds       |   |
| 129-130   | 65          | RTC Hundredths    |   |

## 5.4 Velocity Data Format

|      |  | BIT POSITIONS                            |   |   |   |   |   |   |   |     |     |
|------|--|--|---|---|---|---|---|---|---|-----|-----|
| BYTE |  | 7/S                                      | 6 | 5 | 4 | 3 | 2 | 1 | 0 |     |     |
| 1    |  | VELOCITY ID                              |   |   |   |   |   |   |   | LSB | 00h |
| 2    |  |  |   |   |   |   |   |   |   | MSB | 01h |
| 3    |  | DEPTH CELL #1, VELOCITY 1                |   |   |   |   |   |   |   | LSB |     |
| 4    |  |  |   |   |   |   |   |   |   | MSB |     |
| 5    |  | DEPTH CELL #1, VELOCITY 2                |   |   |   |   |   |   |   | LSB |     |
| 6    |  |  |   |   |   |   |   |   |   | MSB |     |
| 7    |  | DEPTH CELL #1, VELOCITY 3                |   |   |   |   |   |   |   | LSB |     |
| 8    |  |  |   |   |   |   |   |   |   | MSB |     |
| 9    |  | DEPTH CELL #1, VELOCITY 4                |   |   |   |   |   |   |   | LSB |     |
| 10   |  |  |   |   |   |   |   |   |   | MSB |     |
| 11   |  | DEPTH CELL #2, VELOCITY 1                |   |   |   |   |   |   |   | LSB |     |
| 12   |  |  |   |   |   |   |   |   |   | MSB |     |
| 13   |  | DEPTH CELL #2, VELOCITY 2                |   |   |   |   |   |   |   | LSB |     |
| 14   |  |  |   |   |   |   |   |   |   | MSB |     |
| 15   |  | DEPTH CELL #2, VELOCITY 3                |   |   |   |   |   |   |   | LSB |     |
| 16   |  |  |   |   |   |   |   |   |   | MSB |     |
| 17   |  | DEPTH CELL #2, VELOCITY 4                |   |   |   |   |   |   |   | LSB |     |
| 18   |  |  |   |   |   |   |   |   |   | MSB |     |
| ↓    |  | (SEQUENCE CONTINUES FOR UP TO 128 CELLS) |   |   |   |   |   |   |   | ↓   |     |
| 1019 |  | DEPTH CELL #128, VELOCITY 1              |   |   |   |   |   |   |   | LSB |     |
| 1020 |  |  |   |   |   |   |   |   |   | MSB |     |
| 1021 |  | DEPTH CELL #128, VELOCITY 2              |   |   |   |   |   |   |   | LSB |     |
| 1022 |  |  |   |   |   |   |   |   |   | MSB |     |
| 1023 |  | DEPTH CELL #128, VELOCITY 3              |   |   |   |   |   |   |   | LSB |     |
| 1024 |  |  |   |   |   |   |   |   |   | MSB |     |
| 1025 |  | DEPTH CELL #128, VELOCITY 4              |   |   |   |   |   |   |   | LSB |     |
| 1026 |  |  |   |   |   |   |   |   |   | MSB |     |

See [Table 29](#), [page 125](#) for description of fields

**Figure 8. Velocity Data Format**



**NOTE.** The number of depth cells is set by the WN-command.

The Workhorse packs velocity data for each depth cell of each beam into a two-byte, two's-complement integer [-32768, 32767] with the LSB sent first. The Workhorse scales velocity data in millimeters per second (mm/s). A value of -32768 (8000h) indicates bad velocity values.

All velocities are relative based on a stationary instrument. To obtain absolute velocities, algebraically remove the velocity of the instrument. For example,

```
RELATIVE WATER CURRENT VELOCITY:    EAST 650 mm/s
INSTRUMENT VELOCITY                 : (-) EAST 600 mm/s
ABSOLUTE WATER VELOCITY              :    EAST 50 mm/s
```

The setting of the EX-command (Coordinate Transformation) determines how the Workhorse references the velocity data as shown below.

| EX-CMD   | COORD SYS | VEL 1     | VEL 2     | VEL 3      | VEL 4     |
|----------|-----------|-----------|-----------|------------|-----------|
| xxx00xxx | BEAM      | TO BEAM 1 | TO BEAM 2 | TO BEAM 3  | TO BEAM 4 |
| xxx01xxx | INST      | Bm1-Bm2   | Bm4-Bm3   | TO XDUCER  | ERR VEL   |
| xxx10xxx | SHIP      | PRT-STBD  | AFT-FWD   | TO SURFACE | ERR VEL   |
| xxx11xxx | EARTH     | TO EAST   | TO NORTH  | TO SURFACE | ERR VEL   |

POSITIVE VALUES INDICATE WATER MOVEMENT

**Table 29: Velocity Data Format**


| Hex Digit | Binary Byte | Field                    | Description  |
|-----------|-------------|--------------------------|--|
| 1-4       | 1,2         | Velocity ID              | Stores the velocity data identification word (00 01h).   |
| 5-8       | 3,4         | Depth Cell 1, Velocity 1 | Stores velocity data for depth cell #1, velocity 1. See above.   |
| 9-12      | 5,6         | Depth Cell 1, Velocity 2 | Stores velocity data for depth cell #1, velocity 2. See above.   |
| 13-16     | 7,8         | Depth Cell 1, Velocity 3 | Stores velocity data for depth cell #1, velocity 3. See above.   |
| 17-20     | 9,10        | Depth Cell 1, Velocity 4 | Stores velocity data for depth cell #1, velocity 4. See above.   |
| 21-2052   | 11-1026     | Cells 2 – 128 (if used)  | These fields store the velocity data for depth cells 2 through 128 (depending on the setting of the WN-command). These fields follow the same format as listed above for depth cell 1. |

# 5.5 Correlation Magnitude, Echo Intensity, and Percent-Good Data Format

| BYTE | BIT POSITIONS                           |   |   |   |   |   |   |   |     |
|------|---|---|---|---|---|---|---|---|-----|
|      | 7/S                                     | 6 | 5 | 4 | 3 | 2 | 1 | 0 |     |
| 1    | ID CODE                                 |   |   |   |   |   |   |   | LSB |
| 2    |   |   |   |   |   |   |   |   | MSB |
| 3    | DEPTH CELL #1, FIELD #1                 |   |   |   |   |   |   |   |     |
| 4    | DEPTH CELL #1, FIELD #2                 |   |   |   |   |   |   |   |     |
| 5    | DEPTH CELL #1, FIELD #3                 |   |   |   |   |   |   |   |     |
| 6    | DEPTH CELL #1, FIELD #4                 |   |   |   |   |   |   |   |     |
| 7    | DEPTH CELL #2, FIELD #1                 |   |   |   |   |   |   |   |     |
| 8    | DEPTH CELL #2, FIELD #2                 |   |   |   |   |   |   |   |     |
| 9    | DEPTH CELL #2, FIELD #3                 |   |   |   |   |   |   |   |     |
| 10   | DEPTH CELL #2, FIELD #4                 |   |   |   |   |   |   |   |     |
| ↓    | (SEQUENCE CONTINUES FOR UP TO 128 BINS) |   |   |   |   |   |   |   | ↓   |
| 511  | DEPTH CELL #128, FIELD #1               |   |   |   |   |   |   |   |     |
| 512  | DEPTH CELL #128, FIELD #2               |   |   |   |   |   |   |   |     |
| 513  | DEPTH CELL #128, FIELD #3               |   |   |   |   |   |   |   |     |
| 514  | DEPTH CELL #128, FIELD #4               |   |   |   |   |   |   |   |     |

See [Table 30, page 127](#) through [Table 32, page 129](#) for a description of the fields.

**Figure 9. Binary Correlation Magnitude, Echo Intensity, and Percent-Good Data Format**

**NOTE.** The number of depth cells is set by the WN-command.

Correlation magnitude data give the magnitude of the normalized echo autocorrelation at the lag used for estimating the Doppler phase change. The Workhorse represents this magnitude by a linear scale between 0 and 255, where 255 is perfect correlation (i.e., a solid target). A value of zero indicates bad correlation values.

**Table 30: Correlation Magnitude Data Format**

| Hex Digit | Binary Byte | Field                   | Description   |
|-----------|-------------|-------------------------|---|
| 1-4       | 1,2         | ID Code                 | Stores the correlation magnitude data identification word (00 02h).   |
| 5,6       | 3           | Depth Cell 1, Field 1   | Stores correlation magnitude data for depth cell #1, beam #1. See above.  |
| 7,8       | 4           | Depth Cell 1, Field 2   | Stores correlation magnitude data for depth cell #1, beam #2. See above.  |
| 9,10      | 5           | Depth Cell 1, Field 3   | Stores correlation magnitude data for depth cell #1, beam #3. See above.  |
| 11,12     | 6           | Depth Cell 1, Field 4   | Stores correlation magnitude data for depth cell #1, beam #4. See above.  |
| 13 – 1028 | 7 – 514     | Cells 2 – 128 (if used) | These fields store correlation magnitude data for depth cells 2 through 128 (depending on the WN-command) for all four beams. These fields follow the same format as listed above for depth cell 1. |

The echo intensity scale factor is about 0.45 dB per Workhorse count. The Workhorse does not directly check for the validity of echo intensity data.

**Table 31: Echo Intensity Data Format**

| Hex Digit | Binary Byte | Field                   | Description  |
|-----------|-------------|-------------------------|--|
| 1 – 4     | 1,2         | ID Code                 | Stores the echo intensity data identification word (00 03h).   |
| 5,6       | 3           | Depth Cell 1, Field 1   | Stores echo intensity data for depth cell #1, beam #1. See above.  |
| 7,8       | 4           | Depth Cell 1, Field 2   | Stores echo intensity data for depth cell #1, beam #2. See above.  |
| 9,10      | 5           | Depth Cell 1, Field 3   | Stores echo intensity data for depth cell #1, beam #3. See above.  |
| 11,12     | 6           | Depth Cell 1, Field 4   | Stores echo intensity data for depth cell #1, beam #4. See above.  |
| 13 – 1028 | 7 – 514     | Cells 2 – 128 (if used) | These fields store echo intensity data for depth cells 2 through 128 (depending on the WN-command) for all four beams. These fields follow the same format as listed above for depth cell 1. |

The percent-good data field is a data-quality indicator that reports the percentage (0 to 100) of good data collected for each depth cell of the velocity profile. The setting of the EX-command (Coordinate Transformation) determines how the Workhorse references percent-good data as shown below.

| EX-Command | Coord_Sys | Velocity 1                    | Velocity 2        | Velocity 3      | Velocity 4    |
|------------|-----------|-------------------------------|-------------------|-----------------|---------------|
|            |           | Percentage Of Good Pings For: |                   |                 |               |
|            |           | Beam 1                        | BEAM 2            | BEAM 3          | BEAM 4        |
| xxx00xxx   | Beam      | Percentage Of:                |                   |                 |               |
| xxx01xxx   | Inst      | 3-Beam Trans-                 | Transformations   | More Than One   | 4-Beam Trans- |
| xxx10xxx   | Ship      | formations (note              | Rejected (note 2) | Beam Bad In Bin | formations    |
|            |           | 1)                            |                   |                 |               |
| xxx11xxx   | Earth     |                               |                   |                 |               |

1. Because profile data did not exceed correlation threshold (WC).
2. Because the error velocity threshold (WE) was exceeded.

At the start of the velocity profile, the backscatter echo strength is typically high on all four beams. Under this condition, the Workhorse uses all four beams to calculate the orthogonal and error velocities. As the echo returns from far away depth cells, echo intensity decreases. At some point, the echo will be weak enough on any given beam to cause the Workhorse to reject some of its depth cell data. This causes the Workhorse to calculate velocities with three beams instead of four beams. When the Workhorse does 3-beam solutions, it stops calculating the error velocity because it needs four beams to do this. At some further depth cell, the Workhorse rejects all cell data because of the weak echo. As an example, let us assume depth cell 60 has returned the following percent-good data.

FIELD #1 = 50, FIELD #2 = 5, FIELD #3 = 0, FIELD #4 = 45

If the EX-command was set to collect velocities in BEAM coordinates, the example values show the percentage of pings having good solutions in cell 60 for each beam based on the Low Correlation Threshold (WC-command). Here, beam 1=50%, beam 2=5%, beam 3=0%, and beam 4=45%. These are not typical nor desired percentages. Typically, you would want all four beams to be about equal and greater than 25%.

On the other hand, if velocities were collected in INSTRUMENT, SHIP, or EARTH coordinates, the example values show:

FIELD 1 – Percentage of good 3-beam solutions – Shows percentage of successful velocity calculations (50%) using 3-beam solutions because the correlation threshold (WC) was not exceeded.

FIELD 2 – Percentage of transformations rejected – Shows percent of error velocity (5%) that was less than the WE-command setting. WE has a default of 5000 mm/s. This large WE setting effectively prevents the Workhorse from rejecting data based on error velocity.



FIELD 3 – Percentage of more than one beam bad in bin – 0% of the velocity data were rejected because not enough beams had good data.

FIELD 4 – Percentage of good 4-beam solutions – 45% of the velocity data collected during the ensemble for depth cell 60 were calculated using four beams.

**Table 32: Percent-Good Data Format**

| Hex Digit | Binary Byte | Field                        | Description   |
|-----------|-------------|------------------------------|---|
| 1-4       | 1,2         | ID Code                      | Stores the percent-good data identification word (00 04h).  |
| 5,6       | 3           | Depth cell 1, Field 1        | Stores percent-good data for depth cell #1, field 1. See above.   |
| 7,8       | 4           | Depth cell 1, Field 2        | Stores percent-good data for depth cell #1, field 2. See above.   |
| 9,10      | 5           | Depth cell 1, Field 3        | Stores percent-good data for depth cell #1, field 3. See above.   |
| 11,12     | 6           | Depth cell 1, Field 4        | Stores percent-good data for depth cell #1, field 4. See above.   |
| 13-1028   | 7-514       | Depth cell 2 – 128 (if used) | These fields store percent-good data for depth cells 2 through 128 (depending on the WN-command), following the same format as listed above for depth cell 1. |

## 5.6 Binary Bottom-Track Data Format

| BIT POSITIONS |                                 |   |   |   |   |   |   |   |         |
|---------------|---------------------------------|---|---|---|---|---|---|---|---------|
| BYTE          | 7/S                             | 6 | 5 | 4 | 3 | 2 | 1 | 0 |         |
| 1             | BOTTOM-TRACK ID                 |   |   |   |   |   |   |   | LSB 00h |
| 2             |                                 |   |   |   |   |   |   |   | MSB 06h |
| 3             | BT PINGS PER ENSEMBLE {BP}      |   |   |   |   |   |   |   | LSB     |
| 4             |                                 |   |   |   |   |   |   |   | MSB     |
| 5             | BT DELAY BEFORE RE-ACQUIRE {BD} |   |   |   |   |   |   |   | LSB     |
| 6             |                                 |   |   |   |   |   |   |   | MSB     |
| 7             | BT CORR MAG MIN {BC}            |   |   |   |   |   |   |   |         |
| 8             | BT EVAL AMP MIN {BA}            |   |   |   |   |   |   |   |         |
| 9             | BT PERCENT GOOD MIN {BG}        |   |   |   |   |   |   |   |         |
| 10            | BT MODE {BM}                    |   |   |   |   |   |   |   |         |
| 11            | BT ERR VEL MAX {BE}             |   |   |   |   |   |   |   | LSB     |
| 12            |                                 |   |   |   |   |   |   |   | MSB     |
| 13            | RESERVED                        |   |   |   |   |   |   |   |         |
| 14            |                                 |   |   |   |   |   |   |   |         |
| 15            |                                 |   |   |   |   |   |   |   |         |
| 16            |                                 |   |   |   |   |   |   |   |         |
| 17            | BEAM#1 BT RANGE                 |   |   |   |   |   |   |   | LSB     |
| 18            |                                 |   |   |   |   |   |   |   | MSB     |
| 19            | BEAM#2 BT RANGE                 |   |   |   |   |   |   |   | LSB     |
| 20            |                                 |   |   |   |   |   |   |   | MSB     |
| 21            | BEAM#3 BT RANGE                 |   |   |   |   |   |   |   | LSB     |
| 22            |                                 |   |   |   |   |   |   |   | MSB     |
| 23            | BEAM#4 BT RANGE                 |   |   |   |   |   |   |   | LSB     |
| 24            |                                 |   |   |   |   |   |   |   | MSB     |
| 25            | BEAM#1 BT VEL                   |   |   |   |   |   |   |   | LSB     |
| 26            |                                 |   |   |   |   |   |   |   | MSB     |
| 27            | BEAM#2 BT VEL                   |   |   |   |   |   |   |   | LSB     |
| 28            |                                 |   |   |   |   |   |   |   | MSB     |
| 29            | BEAM#3 BT VEL                   |   |   |   |   |   |   |   | LSB     |
| 30            |                                 |   |   |   |   |   |   |   | MSB     |
| 31            | BEAM#4 BT VEL                   |   |   |   |   |   |   |   | LSB     |
| 32            |                                 |   |   |   |   |   |   |   | MSB     |

Continued Next Page

Continued from Previous Page

|    |                       |     |
|----|-----------------------|-----|
| 33 | BEAM#1 BT CORR.       |     |
| 34 | BEAM#2 BT CORR.       |     |
| 35 | BEAM#3 BT CORR.       |     |
| 36 | BEAM#4 BT CORR.       |     |
| 37 | BEAM#1 EVAL AMP       |     |
| 38 | BEAM#2 EVAL AMP       |     |
| 39 | BEAM#3 EVAL AMP       |     |
| 40 | BEAM#4 EVAL AMP       |     |
| 41 | BEAM#1 BT %GOOD       |     |
| 42 | BEAM#2 BT %GOOD       |     |
| 43 | BEAM#3 BT %GOOD       |     |
| 44 | BEAM#4 BT %GOOD       |     |
| 45 | REF LAYER MIN {BL}    | LSB |
| 46 |                       | MSB |
| 47 | REF LAYER NEAR {BL}   | LSB |
| 48 |                       | MSB |
| 49 | REF LAYER FAR {BL}    | LSB |
| 50 |                       | MSB |
| 51 | BEAM#1 REF LAYER VEL  | LSB |
| 52 |                       | MSB |
| 53 | BEAM #2 REF LAYER VEL | LSB |
| 54 |                       | MSB |
| 55 | BEAM #3 REF LAYER VEL | LSB |
| 56 |                       | MSB |
| 57 | BEAM #4 REF LAYER VEL | LSB |
| 58 |                       | MSB |
| 59 | BM#1 REF CORR         |     |
| 60 | BM#2 REF CORR         |     |
| 61 | BM#3 REF CORR         |     |
| 62 | BM#4 REF CORR         |     |
| 63 | BM#1 REF INT          |     |
| 64 | BM#2 REF INT          |     |
| 65 | BM#3 REF INT          |     |
| 66 | BM#4 REF INT          |     |

Continued Next Page

Continued from Previous Page

|    |                    |     |
|----|--------------------|-----|
| 67 | BM#1 REF %GOOD     |     |
| 68 | BM#2 REF %GOOD     |     |
| 69 | BM#3 REF %GOOD     |     |
| 70 | BM#4 REF %GOOD     |     |
| 71 | BT MAX. DEPTH {BX} | LSB |
| 72 |                    | MSB |
| 73 | BM#1 RSSI AMP      |     |
| 74 | BM#2 RSSI AMP      |     |
| 75 | BM#3 RSSI AMP      |     |
| 76 | BM#4 RSSI AMP      |     |
| 77 | GAIN               |     |
| 78 | (*SEE BYTE 17)     | MSB |
| 79 | (*SEE BYTE 19)     | MSB |
| 80 | (*SEE BYTE 21)     | MSB |
| 81 | (*SEE BYTE 23)     | MSB |
| 82 | RESERVED           |     |
| 83 |                    |     |
| 84 |                    |     |
| 85 |                    |     |

**Figure 10. Binary Bottom-Track Data Format**



**NOTE.** This data is output only if the BP-command is > 0 and PD0 is selected. See [Table 33, page 133](#) for a description of the fields.



**NOTE.** Bytes 82 through 85 have been added in firmware version 8.17 (WorkHorse Monitor/Sentinel/Long Ranger) and firmware version 9.12 for WorkHorse Navigator ADCP/DVLs.



**NOTE.** Bottom Track is a feature upgrade for WorkHorse Monitor and Sentinel ADCPs. Contact RDI for information on how to install Bottom Track capability in your WorkHorse.



**NOTE.** Bottom Track is not available for Long Ranger ADCPs.

This data is output only if the BP-command is greater than zero. The LSB is always sent first.

**Table 33: Bottom-Track Data Format**

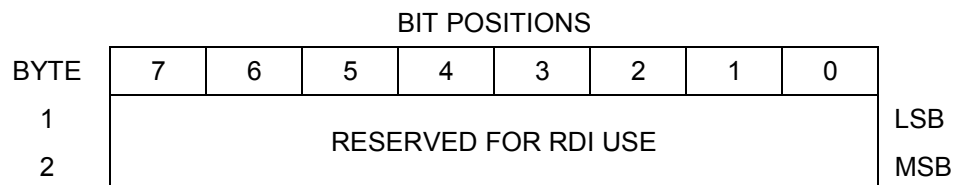
| Hex Digit | Binary Byte | Field                        | Description   |
|-----------|-------------|------------------------------|---|
| 1-4       | 1,2         | ID Code                      | Stores the bottom-track data identification word (06 00h).  |
| 5-8       | 3,4         | BP/BT Pings per ensemble     | Stores the number of bottom-track pings to average together in each ensemble (BP-command). If BP = 0, the ADCP does not collect bottom-track data. The ADCP automatically extends the ensemble interval (TE) if BP x TP > TE.<br><br>Scaling: LSD = 1 ping; Range = 0 to 999 pings  |
| 9-12      | 5,6         | BD/BT delay before reacquire | Stores the number of ADCP ensembles to wait after losing the bottom before trying to reacquire it (BD-command).<br><br>Scaling: LSD = 1 ensemble; Range = 0 to 999 ensembles  |
| 13,14     | 7           | BC/BT Corr Mag Min           | Stores the minimum correlation magnitude value (BC-command).<br><br>Scaling: LSD = 1 count; Range = 0 to 255 counts   |
| 15,16     | 8           | BA/BT Eval Amp Min           | Stores the minimum evaluation amplitude value (BA-command).<br><br>Scaling: LSD = 1 count; Range = 1 to 255 counts  |
| 17,18     | 9           | BG/BT %Gd Minimum            | Stores the minimum percentage of bottom-track pings in an ensemble that must be good to output velocity data (BG-command).  |
| 19,20     | 10          | BM/BT Mode                   | Stores the bottom-tracking mode (BM-command).   |
| 21-24     | 11,12       | BE/BT Err Vel Max            | Stores the error velocity maximum value (BE-command).<br><br>Scaling: LSD = 1 mm/s; Range = 0 to 5000 mm/s (0 = did not screen data)  |
| 25-32     | 13-16       | Reserved                     | Reserved  |
| 33-48     | 17-24       | BT Range/Beam #1-4 BT Range  | Contains the two lower bytes of the vertical range from the ADCP to the sea bottom (or surface) as determined by each beam. This vertical range does not consider the effects of pitch and roll. When bottom detections are bad, BT Range = 0. See bytes 78 through 81 for MSB description and scaling.<br><br>Scaling: LSD = 1 cm; Range = 0 to 65535 cm |
| 49-64     | 25-32       | BT Velocity/Beam #1-4 BT Vel | The meaning of the velocity depends on the EX (coordinate system) command setting. The four velocities are as follows:<br>a) Beam Coordinates: Beam 1, Beam 2, Beam 3, Beam 4<br>b) Instrument Coordinates: 1->2, 4->3, toward face, error<br>c) Ship Coordinates: Starboard, Fwd, Upward, Error<br>d) Earth Coordinates: East, North, Upward, Error      |
| 65-72     | 33-36       | BTCM/Beam #1-4 BT Corr.      | Contains the correlation magnitude in relation to the sea bottom (or surface) as determined by each beam. Bottom-track correlation magnitudes have the same format and scale factor as water-profiling magnitudes (Table 5).  |

Continued Next Page

**Table 33: Bottom-Track Data Format (continued)**

| Hex Digit                     | Binary Byte             | Field                           | Description   |
|-------------------------------|-------------------------|---------------------------------|---|
| 73-80                         | 37-40                   | BTEA/Beam #1-4                  | Contains the evaluation amplitude of the matching filter used in determining the strength of the bottom echo.   |
|                               |                         | BT Eval Amp                     | Scaling: LSD = 1 count; Range = 0 to 255 counts   |
| 81-88                         | 41-44                   | BTPG/Beam #1-4 BT %Good         | Contains bottom-track percent-good data for each beam, which indicate the reliability of bottom-track data. It is the percentage of bottom-track pings that have passed the ADCP's bottom-track validity algorithm during an ensemble.  |
|                               |                         |                                 | Scaling: LSD = 1 percent; Range = 0 to 100 percent  |
| 89-92<br>93-96<br>97 –<br>100 | 45,46<br>47,48<br>49,50 | Ref Layer (Min, Near, Far)      | Stores the minimum layer size, the near boundary, and the far boundary of the BT water-reference layer (BL-command).  |
|                               |                         |                                 | Scaling (minimum layer size): LSD = 1 dm; Range = 0-999 dm  |
|                               |                         |                                 | Scaling (near/far boundaries): LSD = 1 dm; Range = 0-9999 dm  |
| 101-<br>116                   | 51-58                   | Ref Vel/Beam #1-4 Ref Layer Vel | Contains velocity data for the water reference layer for each beam. Reference layer velocities have the same format and scale factor as water-profiling velocities ( <a href="#">Table 29, page 125</a> ). The BL-command explains the water reference layer.   |
| 117-<br>124                   | 59-62                   | RLCM/Bm #1-4 Ref Corr           | Contains correlation magnitude data for the water reference layer for each beam. Reference layer correlation magnitudes have the same format and scale factor as water-profiling magnitudes ( <a href="#">Table 5</a> ).  |
| 125-<br>132                   | 63-66                   | RLEI/Bm #1-4 Ref Int            | Contains echo intensity data for the reference layer for each beam. Reference layer intensities have the same format and scale factor as water-profiling intensities.   |
| 133-<br>140                   | 67-70                   | RLPG/Bm #1-4 Ref %Good          | Contains percent-good data for the water reference layer for each beam. They indicate the reliability of reference layer data. It is the percentage of bottom-track pings that have passed a reference layer validity algorithm during an ensemble.   |
|                               |                         |                                 | Scaling: LSD = 1 percent; Range = 0 to 100 percent  |
| 141-<br>144                   | 71,72                   | BX/BT Max. Depth                | Stores the maximum tracking depth value (BX-command).   |
|                               |                         |                                 | Scaling: LSD = 1 decimeter; Range = 80 to 9999 decimeters   |
| 145-152                       | 73-76                   | RSSI/Bm #1-4 RSSI Amp           | Contains the Receiver Signal Strength Indicator (RSSI) value in the center of the bottom echo as determined by each beam.   |
|                               |                         |                                 | Scaling: LSD = 0.45 dB per count; Range = 0 to 255 counts   |
| 153,<br>154                   | 77                      | GAIN                            | Contains the Gain level for shallow water. See WJ-command.  |
| 155-162                       | 78-81                   | BT Range MSB/Bm #1-4            | Contains the most significant byte of the vertical range from the ADCP to the sea bottom (or surface) as determined by each beam. This vertical range does not consider the effects of pitch and roll. When bottom detections are bad, BT Range=0. See bytes 17 through 24 for LSB description and scaling. |
|                               |                         |                                 | Scaling: LSD = 65,536 cm, Range = 65,536 to 16,777,215 cm   |
| 163-170                       | 82-85                   | Reserved                        | Reserved  |

## 5.7 Binary Reserved BIT Data Format



**Figure 11. Binary Reserved BIT Data Format**

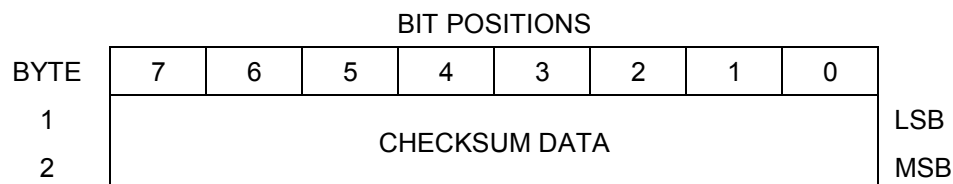


**NOTE.** The data is always output in this format. See [Table 34](#) for a description of the fields.

**Table 34: Reserved for RDI Format**

| Hex Digit | Binary Byte | Field                  | Description                                |
|-----------|-------------|------------------------|--|
| 1-4       | 1,2         | Reserved for RDI's use | This field is for RDI (internal use only). |

## 5.8 Binary Checksum Data Format



**Figure 12. Binary Checksum Data Format**



**NOTE.** The data is always output in this format. See [Table 35](#) for a description of the fields..

**Table 35: Checksum Data Format**

| Hex Digit | Binary Byte | Field         | Description   |
|-----------|-------------|---------------|---|
| 1-4       | 1,2         | Checksum Data | This field contains a modulo 65536 checksum. The Work-horse computes the checksum by summing all the bytes in the output buffer excluding the checksum. |

## 6 Special Output Data Formats

The PD3, PD4, PD5, PD6, PD9, PD10, PD11 and PD13 commands select the desired DVL (speed log) output data format. PD8 and PD9 are a special ASCII output data formats. PD12 is a reduced data output format.

The DVL binary output data buffers can contain header, configuration, bottom-velocity, water-mass reference-layer, range to bottom, status, built-in test, sensor, and distance made good data (plus a checksum). The ADCP collects all data in the output buffer during an ensemble.

[Figure 13, page 138](#) through [Figure 15, page 147](#) shows the format of these buffers and the sequence in which the ADCP sends the data. [Table 36, page 139](#) through [Table 41, page 159](#) list the format, bytes, fields, scaling factors, and a detailed description of every item in the DVL binary output buffers.



**NOTE.** The DVL output data formats are available with or without bottom-track. However, if bottom-track is not available, they will contain no data.



## 6.1 DVL Binary Data Format (PD3)

| BIT POSITION |   |   |   |   |   |   |   |   |     |
|--------------|---|---|---|---|---|---|---|---|-----|
| Byte         | 7   | 6 | 5 | 4 | 3 | 2 | 1 | 0 |     |
| 1            | DVL DATA ID 7Eh                                     |   |   |   |   |   |   |   |     |
| 2            | DATA STRUCTURE*                                     |   |   |   |   |   |   |   |     |
| 3            | STARBOARD/EAST VELOCITY (With Respect To BTM)       |   |   |   |   |   |   |   | LSB |
| 4            |   |   |   |   |   |   |   |   | MSB |
| 5            | FORWARD/NORTH VELOCITY (With Respect To BTM)        |   |   |   |   |   |   |   | LSB |
| 6            |   |   |   |   |   |   |   |   | MSB |
| 7            | UPWARD VELOCITY (With Respect To BTM)               |   |   |   |   |   |   |   | LSB |
| 8            |   |   |   |   |   |   |   |   | MSB |
| 9            | STARBOARD/EAST VELOCITY (With Respect To WATER REF) |   |   |   |   |   |   |   | LSB |
| 10           |   |   |   |   |   |   |   |   | MSB |
| 11           | FORWARD/NORTH VELOCITY (With Respect To WATER REF)  |   |   |   |   |   |   |   | LSB |
| 12           |   |   |   |   |   |   |   |   | MSB |
| 13           | UPWARD VELOCITY (With Respect To WATER REF)         |   |   |   |   |   |   |   | LSB |
| 14           |   |   |   |   |   |   |   |   | MSB |
| 15           | BM1 RNG TO BTM                                      |   |   |   |   |   |   |   | LSB |
| 16           |   |   |   |   |   |   |   |   | MSB |
| 17           | BM2 RNG TO BTM                                      |   |   |   |   |   |   |   | LSB |
| 18           |   |   |   |   |   |   |   |   | MSB |
| 19           | BM3 RNG TO BTM                                      |   |   |   |   |   |   |   | LSB |
| 20           |   |   |   |   |   |   |   |   | MSB |
| 21           | BM4 RNG TO BTM                                      |   |   |   |   |   |   |   | LSB |
| 22           |   |   |   |   |   |   |   |   | MSB |
| 23           | RANGE TO BTM (AVERAGE)                              |   |   |   |   |   |   |   | LSB |
| 24           |   |   |   |   |   |   |   |   | MSB |
| 25           | SPARE   |   |   |   |   |   |   |   |     |
| ↓            |   |   |   |   |   |   |   |   | ↓   |
| ↓            |   |   |   |   |   |   |   |   | ↓   |
| 40           |   |   |   |   |   |   |   |   |     |

Continued next page

Continued from Previous Page

|    |                   |     |
|----|-------------------|-----|
| 41 | SENSOR/OTHER DATA |     |
| 42 | PING TIME: HOUR   |     |
| 43 | MINUTE            |     |
| 44 | SECOND            |     |
| 45 | HUNDREDTH         |     |
| 46 | HEADING           | LSB |
| 47 |                   | MSB |
| 48 | PITCH             | LSB |
| 49 |                   | MSB |
| 50 | ROLL              | LSB |
| 51 |                   | MSB |
| 52 | TEMPERATURE       | LSB |
| 53 |                   | MSB |
| 54 | BIT RESULTS       | LSB |
| 55 |                   | MSB |
| 56 | CHECKSUM          | LSB |
| 57 |                   | MSB |

**Figure 13. DVL Binary Data Format (PD3)**

## 6.2 DVL Output Data Format (PD3) Details

The ADCP sends this data format only when the PD3 command is used.

In multiple byte parameters, the least significant byte always comes before the more significant bytes. Once set, the data structure does not change during pinging. Only the parameters selected will be included in the ensemble. If parameters are not selected, the ensemble is shortened from that above.

**Table 36: DVL Output Data Format (PD3) Details**

| Hex Digit | Binary Byte | Field          | Description   |
|-----------|-------------|----------------|---|
| 1,2       | 1           | DVL Data ID    | Stores the DVL (speed log) identification word (7Eh)  |
| 3,4       | 2           | Data to follow | Identifies which data is to follow. Each bit signifies a different data type.<br>Bit #<br>0 = Bottom Velocities (Always)<br>0 = Ship (Stbd., Fwd, [Up])<br>1 = Earth (East, North, [Up])<br>1 = Vertical Velocities<br>2 = Water Reference Velocities<br>3 = Range to Bottom (4 beams)<br>4 = Range to Bottom (Average)<br>5 = N/A<br>6 = N/A<br>7 = Sensor/Other Data (Heading, Pitch, Roll, Temp) |
| 5-8       | 3,4         | X-Vel Btm      | † Bit #0: Always output. If the data bit is set to 0, then Ship coordinates are used. If the data bit is set to 1, then Earth coordinates are used. These fields contain the velocity of the vessel in relation to the bottom in mm/s. Positive values indicate vessel motion to (X) Starboard/East, (Y) Forward/North, (Z) Upward.   |
| 9-12      | 5,6         | Y-Vel Btm      |   |
| 13-16     | 7,8         | Z-Vel Btm      | † Bit #1: Vertical velocities.  |
| 17-20     | 9,10        | X-Vel Water    | † Bit #2: These fields contain the velocity of the vessel in relation to the water reference layer in mm/s. Positive values indicate vessel motion to (X) Starboard/East, (Y) Forward/North, (Z) Upward.  |
| 21-24     | 11,12       | Y-Vel Water    |   |
| 25-28     | 13,14       | Z-Vel Water    | † Bit #1 and Bit #2   |
| 29-32     | 15,16       | Bm1            | † Bit #3: These fields contain the vertical range from the ADCP to the bottom as determined by each beam. This vertical range does not compensate for the effects of pitch and roll. When a bottom detection is bad, the field is set to zero.  |
| 33-36     | 17,18       | Bm2 Rng to     |   |
| 37-40     | 19,20       | Bm3 Bottom     |   |
| 41-44     | 21,22       | Bm4            | Scaling: LSD = 1 centimeter; Range = 0 to 65535 cm  |
| 45-48     | 23,24       | Avg Rng to Btm | † Bit #4: These fields contain the average vertical range from the ADCP to the bottom as determined by each beam.   |

Continued next page

**Table 36: DVL Output Data Format (PD3) Details (continued)**

| Hex Digit | Binary Byte | Field             | Description   |
|-----------|-------------|-------------------|---|
| 49-80     | 25-40       | Spare             | Spare   |
| 81,82     | 41          | Sensor/Other Data | † Output if Bit #7 of "Data to Follow" byte is set. These fields contain the Sensor/Other data.<br>Bit #<br>0 = Time<br>1 = Heading<br>2 = Pitch<br>3 = Roll<br>4 = Temperature<br>5 = Active Built-In-Test   |
| 83-90     | 42,43       | Time: HH,MM       | ‡ Sensor/Other Data Bit #0: These fields contains the time of the ping in Hours, Minutes<br>Seconds, Hundredths of seconds respectively.  |
|           | 44,45       | Time: SS,HH       |   |
| 91-94     | 46,47       | Heading           | ‡ Sensor/Other Data Bit #1: this field contains the Heading in hundredths of degrees.   |
| 95-98     | 48,49       | Pitch             | ‡ Sensor/Other Data Bit #2: this field contains the Pitch in hundredths of degrees.   |
| 99-102    | 50,51       | Roll              | ‡ Sensor/Other Data Bit #3: this field contains the Roll in hundredths of degrees.  |
| 103-106   | 52,53       | Temp              | ‡ Sensor/Other Data Bit #4: this field contains the Temperature in hundredths of degrees.   |
| 107-110   | 54,55       | BIT results       | ‡ Sensor/Other Data Bit #5: this field contains the Built-In-Test results. Each bit specifies the result of built-in-test during an ensemble. If the bit is set, the test failed.<br><br>BYTE 54 BYTE 55 (BYTE 55 RESERVED FOR FUTURE USE)<br>1xxxxxxx xxxxxxxx = RESERVED<br>x1xxxxxx xxxxxxxx = RESERVED<br>xx1xxxxx xxxxxxxx = RESERVED<br>xxx1xxxx xxxxxxxx = DEMOD 1 ERROR<br>xxxx1xxx xxxxxxxx = DEMOD 0 ERROR<br>xxxxx1xx xxxxxxxx = RESERVED<br>xxxxxx1x xxxxxxxx = DSP ERROR<br>xxxxxxx1 xxxxxxxx = RESERVED |
| 111-114   | 56,57       | Checksum          | This is the 16-bit checksum of all the preceding binary bytes.  |

**NOTES.**

† This block of data is only output if the bit is set in the Data to Follow byte.

‡ This block of data is only output if the bit is set in the Sensor/Other Data byte.

### 6.3 DVL Binary Data Format (PD4/PD5)


| BIT POSITION |                 |   |   |   |   |   |   |   |     |
|--------------|-----------------|---|---|---|---|---|---|---|-----|
| Byte         | 7               | 6 | 5 | 4 | 3 | 2 | 1 | 0 |     |
| 1            | DVL DATA ID 7Dh |   |   |   |   |   |   |   |     |
| 2            | DATA STRUCTURE* |   |   |   |   |   |   |   |     |
| 3            | NO. OF BYTES    |   |   |   |   |   |   |   | LSB |
| 4            |                 |   |   |   |   |   |   |   | MSB |
| 5            | SYSTEM CONFIG   |   |   |   |   |   |   |   |     |
| 6            | X-VEL BTM       |   |   |   |   |   |   |   | LSB |
| 7            |                 |   |   |   |   |   |   |   | MSB |
| 8            | Y-VEL BTM       |   |   |   |   |   |   |   | LSB |
| 9            |                 |   |   |   |   |   |   |   | MSB |
| 10           | Z-VEL BTM       |   |   |   |   |   |   |   | LSB |
| 11           |                 |   |   |   |   |   |   |   | MSB |
| 12           | E-VEL BTM       |   |   |   |   |   |   |   | LSB |
| 13           |                 |   |   |   |   |   |   |   | MSB |
| 14           | BM1 RNG TO BTM  |   |   |   |   |   |   |   | LSB |
| 15           |                 |   |   |   |   |   |   |   | MSB |
| 16           | BM2 RNG TO BTM  |   |   |   |   |   |   |   | LSB |
| 17           |                 |   |   |   |   |   |   |   | MSB |
| 18           | BM3 RNG TO BTM  |   |   |   |   |   |   |   | LSB |
| 19           |                 |   |   |   |   |   |   |   | MSB |
| 20           | BM4 RNG TO BTM  |   |   |   |   |   |   |   | LSB |
| 21           |                 |   |   |   |   |   |   |   | MSB |
| 22           | BOTTOM STATUS   |   |   |   |   |   |   |   |     |
| 23           | X-VEL REF LAYER |   |   |   |   |   |   |   | LSB |
| 24           |                 |   |   |   |   |   |   |   | MSB |
| 25           | Y-VEL REF LAYER |   |   |   |   |   |   |   |     |
| 26           |                 |   |   |   |   |   |   |   |     |
| 27           | Z-VEL REF LAYER |   |   |   |   |   |   |   |     |
| 28           |                 |   |   |   |   |   |   |   |     |

Continued Next Page

Continued from Previous Page

|    |                  |
|----|------------------|
| 29 | E-VEL REF LAYER  |
| 30 |                  |
| 31 | REF LAYER START  |
| 32 |                  |
| 33 | REF LAYER END    |
| 34 |                  |
| 35 | REF LAYER STATUS |
| 36 | TOFP-HOUR        |
| 37 | TOFP-MINUTE      |
| 38 | TOFP-SECOND      |
| 39 | TOFP-HUNDREDTHS  |
| 40 | BIT RESULTS      |
| 41 |                  |
| 42 | SPEED OF SOUND   |
| 43 |                  |
| 44 | TEMPERATURE      |
| 45 |                  |
| 46 | CHECKSUM         |
| 47 |                  |

**Figure 14. DVL Binary Data Format (PD4/PD5)**

|   |  |
|---|--|
|  | <b>NOTES.</b>                          |
|   | *IF 0, THEN PD4 (BYTES 1-47)           |
|   | *IF 1, THEN PD5 (BYTES 1-45 + TABLE 9) |

## 6.4 DVL Output Data Format (PD4/PD5) Details

The ADCP sends this data format only when the PD4 or PD5 command is used.

**Table 37: DVL Output Data Format (PD4/PD5) Details**

| Hex Digit | Binary Byte | Field          | Description  |
|-----------|-------------|----------------|--|
| 1,2       | 1           | DVL Data ID    | Stores the DVL (speed log) identification word (7Dh).  |
| 3,4       | 2           | Data Structure | Identifies which data pattern will follow based on the PD-command.<br><br>0 = PD4 = Bytes 1 through 47 from <a href="#">Figure 14, page 142</a> .<br>1 = PD5 = Bytes 1 through 45 from <a href="#">Figure 14, page 142</a> and bytes 46 through 88 from <a href="#">Figure 15, page 147</a> .<br><br>Note: PD6 is ASCII-only; see <a href="#">Table 39, page 149</a> .   |
| 5-8       | 3,4         | No. of Bytes   | Contains the number of bytes sent in this data structure, not including the final checksum.  |
| 9,10      | 5           | System Config  | Defines the DVL hardware/firmware configuration. Convert to binary and interpret as follows.<br>BIT 76543210<br>00xxxxxx BEAM-COORDINATE VELOCITIES<br>01xxxxxx INSTRUMENT-COORDINATE VELOCITIES<br>10xxxxxx SHIP-COORDINATE VELOCITIES<br>11xxxxxx EARTH-COORDINATE VELOCITIES<br>xx0xxxxx TILT INFORMATION NOT USED IN CALCULATIONS<br>xx1xxxxx TILT INFORMATION USED IN CALCULATIONS<br>xxx0xxxx 3-BEAM SOLUTIONS NOT COMPUTED<br>xxx1xxxx 3-BEAM SOLUTIONS COMPUTED<br>xxxxx010 300-kHz DVL<br>xxxxx011 600-kHz DVL<br>xxxxx100 1200-kHz DVL |
| 11-14     | 6,7         | X-Vel Btm      | These fields contain the velocity of the vessel in relation to the bottom in mm/s. Positive values indicate vessel motion to east (X), north (Y), and up (Z). LSD = 1 mm/s (see NOTES at end of this table).   |
| 15-18     | 8,9         | Y-Vel Btm      |  |
| 19-22     | 10,11       | Z-Vel Btm      |  |
| 23-26     | 12,13       | E-Vel Btm      |  |
| 27-30     | 14,15       | Bm1            | These fields contain the vertical range from the ADCP to the bottom as determined by each beam. This vertical range does not compensate for the effects of pitch and roll. When a bottom detection is bad, the field is set to zero.   |
| 31-34     | 16,17       | Bm2 Rng to     |  |
| 35-38     | 18,19       | Bm3 Bottom     |  |
| 39-42     | 20,21       | Bm4            |  |
|           |             |                | Scaling: LSD = 1 centimeter; Range = 0 to 65535 cm   |

Continued next page

**Table 37: DVL Output Data Format (PD4/PD5) Details (continued)**

| Hex Digit | Binary Byte | Field            | Description  |
|-----------|-------------|------------------|--|
| 43,44     | 22          | Bottom Status    | <p>This field shows the status of bottom-referenced correlation and echo amplitude data. Convert to binary and interpret as follows. A zero code indicates status is OK.</p> <p>BIT 76543210</p> <p>1xxxxxxx BEAM 4 LOW ECHO AMPLITUDE</p> <p>x1xxxxxx BEAM 4 LOW CORRELATION</p> <p>xx1xxxxx BEAM 3 LOW ECHO AMPLITUDE</p> <p>xxx1xxxx BEAM 3 LOW CORRELATION</p> <p>xxxx1xxx BEAM 2 LOW ECHO AMPLITUDE</p> <p>xxxxx1xx BEAM 2 LOW CORRELATION</p> <p>xxxxxx1x BEAM 1 LOW ECHO AMPLITUDE</p> <p>xxxxxxx1 BEAM 1 LOW CORRELATION</p> |
| 45-48     | 23,24       | X-Vel Ref Layer  | <p>These fields contain the velocity of the vessel in relation to the water-mass reference layer in mm/s. Positive values indicate vessel motion to east (X), north (Y), and up (Z). LSD = 1 mm/s (See NOTES at end of this table.)</p>  |
| 49-52     | 25,26       | Y-Vel Ref Layer  |  |
| 53-56     | 27,28       | Z-Vel Ref Layer  |  |
| 57-60     | 29,30       | E-Vel Ref Layer  |  |
| 61-64     | 31,32       | Ref Layer Start  | <p>These fields contain the starting boundary (near surface) and the ending boundary (near bottom) of the water-mass reference layer (BL-command). If the minimum size field is zero, the ADCP does not calculate reference-layer data.</p> <p>Scaling: LSD = 1 dm; Range = 0-9999 dm</p>  |
| 65-68     | 33,34       | Ref Layer End    |  |
| 69,70     | 35          | Ref Layer Status | <p>This field shows the status of reference layer depth and correlation data. Convert to binary and interpret as follows. A zero code indicates status is OK.</p> <p>BIT 76543210</p> <p>xxx1xxxx ALTITUDE IS TOO SHALLOW</p> <p>xxxx1xxx BEAM 4 LOW CORRELATION</p> <p>xxxxx1xx BEAM 3 LOW CORRELATION</p> <p>xxxxxx1x BEAM 2 LOW CORRELATION</p> <p>xxxxxxx1 BEAM 1 LOW CORRELATION</p>  |
| 71,72     | 36          | TOFP Hour        | <p>These fields contain the time of the first ping of the current ensemble.</p>  |
| 73,74     | 37          | TOFP Minute      |  |
| 75,76     | 38          | TOFP Second      |  |
| 77,78     | 39          | TOFP Hundredth   |  |
| 79-82     | 40,41       | BIT Results      | <p>These fields contain the results of the ADCP's Built-in Test function. A zero code indicates a successful BIT result.</p> <p>BYTE 40 BYTE 41 (BYTE 41 RESERVED FOR FUTURE USE)</p> <p>1xxxxxxx xxxxxxxx = RESERVED</p> <p>x1xxxxxx xxxxxxxx = RESERVED</p> <p>xx1xxxxx xxxxxxxx = RESERVED</p> <p>xxx1xxxx xxxxxxxx = DEMOD 1 ERROR</p> <p>xxxx1xxx xxxxxxxx = DEMOD 0 ERROR</p> <p>xxxxx1xx xxxxxxxx = RESERVED</p> <p>xxxxxx1x xxxxxxxx = DSP ERROR</p> <p>xxxxxxx1 xxxxxxxx = RESERVED</p>                                     |
| 83-86     | 42,43       | Speed of Sound   | <p>Contains either manual or calculated speed of sound information (EC-command).</p> <p>Scaling: LSD = 1 meter per second; Range = 1400 to 1600 m/s</p>  |
| 87-90     | 44,45       | Temperature      | <p>Contains the temperature of the water at the transducer head.</p> <p>Scaling: LSD = 0.01 C; Range = -5.00 to +40.00 C</p>   |



**Table 37: DVL Output Data Format (PD4/PD5) Details (continued)**

| Hex Digit | Binary Byte | Field    | Description   |
|-----------|-------------|----------|---|
| 91-94     | 46,47       | Checksum | This field contains a modulo 65536 checksum. The ADCP computes the checksum by summing all the bytes in the output buffer excluding the checksum. NOTE: This field contains the checksum only when the PD4-command is used. If PD5 is used, the remaining bytes are explained in <a href="#">Table 38, page 148</a> . |

**NOTES.**

The ADCP packs velocity data into a two-byte, two's-complement integer [-32768, 32767] with the LSB sent first. The ADCP scales velocity data in millimeters per second (mm/s). A value of -32768 (8000h) indicates a bad velocity.



Bottom or reference-layer velocities will be all valid or all invalid. That is, if the X-velocity is valid then the Y and Z-velocities are valid; if X is not valid, Y and Z are not valid.

The ADCP allows 3-beam transformations when the fourth beam is invalid. Indication of a 3-beam transformation for bottom-track is valid bottom velocities and one and only one beam's range to bottom is marked bad (zero).

There is no indication that a 3-beam transformation was performed for water reference layer velocity data.

## 6.5 DVL Binary Data Format (PD5)

| BIT POSITION |                                |   |   |   |   |   |   |   |     |
|--------------|--------------------------------|---|---|---|---|---|---|---|-----|
| Byte         | 7                              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |     |
| 46           | SALINITY                       |   |   |   |   |   |   |   |     |
| 47           | DEPTH                          |   |   |   |   |   |   |   | LSB |
| 48           |                                |   |   |   |   |   |   |   | MSB |
| 49           | PITCH                          |   |   |   |   |   |   |   | LSB |
| 50           |                                |   |   |   |   |   |   |   | MSB |
| 51           | ROLL                           |   |   |   |   |   |   |   | LSB |
| 52           |                                |   |   |   |   |   |   |   | MSB |
| 53           | HEADING                        |   |   |   |   |   |   |   | LSB |
| 54           |                                |   |   |   |   |   |   |   | MSB |
| 55           | DISTANCE MADE GOOD/BTM (EAST)  |   |   |   |   |   |   |   | LSB |
| 56           |                                |   |   |   |   |   |   |   |     |
| 57           |                                |   |   |   |   |   |   |   |     |
| 58           |                                |   |   |   |   |   |   |   | MSB |
| 59           | DISTANCE MADE GOOD/BTM (NORTH) |   |   |   |   |   |   |   | LSB |
| 60           |                                |   |   |   |   |   |   |   |     |
| 61           |                                |   |   |   |   |   |   |   |     |
| 62           |                                |   |   |   |   |   |   |   | MSB |
| 63           | DISTANCE MADE GOOD/BTM (UP)    |   |   |   |   |   |   |   | LSB |
| 64           |                                |   |   |   |   |   |   |   |     |
| 65           |                                |   |   |   |   |   |   |   |     |
| 66           |                                |   |   |   |   |   |   |   | MSB |
| 67           | DISTANCE MADE GOOD/BTM (ERROR) |   |   |   |   |   |   |   | LSB |
| 68           |                                |   |   |   |   |   |   |   |     |
| 69           |                                |   |   |   |   |   |   |   |     |
| 70           |                                |   |   |   |   |   |   |   | MSB |
| 71           | DISTANCE MADE GOOD/REF (EAST)  |   |   |   |   |   |   |   | LSB |
| 72           |                                |   |   |   |   |   |   |   |     |
| 73           |                                |   |   |   |   |   |   |   |     |
| 74           |                                |   |   |   |   |   |   |   | MSB |

Continued Next Page

Continued from Previous Page

|    |                                |     |
|----|--------------------------------|-----|
| 75 | DISTANCE MADE GOOD/REF (NORTH) | LSB |
| 76 |                                |     |
| 77 |                                |     |
| 78 |                                | MSB |
| 79 | DISTANCE MADE GOOD/REF (UP)    | LSB |
| 80 |                                |     |
| 81 |                                |     |
| 82 |                                | MSB |
| 83 | DISTANCE MADE GOOD/REF (ERROR) | LSB |
| 84 |                                |     |
| 85 |                                |     |
| 86 |                                | MSB |
| 87 | CHECKSUM                       | LSB |
| 88 |                                | MSB |

**Figure 15. DVL Binary Data Format (PD5)**

## 6.6 DVL Output Data Format (PD5) Details

The ADCP sends this data format (Figure 14, page 142 and Figure 15, page 147) only when the PD5 command is used. Table 37, page 143 explains the first part of this data structure.

**Table 38: DVL Output Data Format (PD5) Details**

| Hex Digit | Binary Byte | Field         | Description   |
|-----------|-------------|---------------|---|
| 91,92     | 46          | Salinity      | Contains the salinity value of the water at the transducer head (ES-command). This value may be a manual setting or a reading from a conductivity sensor.<br><br>Scaling: LSD = 1 part per thousand; Range = 0 to 40 ppt  |
| 93-96     | 47,48       | Depth         | Contains the depth of the transducer below the water surface (ED-command). This value may be a manual setting or a reading from a depth sensor. Scaling: LSD = 1 decimeter; Range = 1 to 9999 decimeters  |
| 97-100    | 49,50       | Pitch         | Contains the ADCP pitch angle (EP-command). This value may be a manual setting or a reading from a tilt sensor. Positive values mean that Beam #3 is spatially higher than Beam #4. Scaling: LSD = 0.01 degree; Range = -20.00 to +20.00 degrees  |
| 101-104   | 51,52       | Roll          | Contains the ADCP roll angle (ER-command). This value may be a manual setting or a reading from a tilt sensor. For up-facing ADCPs, positive values mean that Beam #2 is spatially higher than Beam #1. For down-facing ADCPs, positive values mean that Beam #1 is spatially higher than Beam #2. Scaling: LSD = 0.01 degree; Range = -20.00 to +20.00 degrees |
| 105-108   | 53,54       | Heading       | Contains the ADCP heading angle (EH-command). This value may be a manual setting or a reading from a heading sensor.<br><br>Scaling: LSD = 0.01 degree; Range = 000.00 to 359.99 degrees  |
| 109-116   | 55-58       | DMG/Btm East  | These fields contain the Distance Made Good (DMG) over the bottom since the time of the first ping after initialization or <BREAK>.<br><br>Scaling: LSD = 1 dm; Range = -10,000,000 to 10,000,000 dm  |
| 117-124   | 59-62       | DMG/Btm North |   |
| 125-132   | 63-66       | DMG/Btm Up    |   |
| 133-140   | 67-70       | DMG/Btm Error |   |
| 141-148   | 71-74       | DMG/Ref East  | These fields contain the distance made good over the water-mass reference layer since the time of the first ping after initialization or <BREAK>.<br><br>Scaling: LSD = 1 dm; Range = -10,000,000 to 10,000,000 dm  |
| 149-156   | 75-78       | DMG/Ref North |   |
| 157-164   | 79-82       | DMG/Ref Up    |   |
| 165-172   | 83-86       | DMG/Ref Error |   |
| 173-176   | 87,88       | Checksum      | This field contains a modulo 65536 checksum. The ADCP computes the checksum by summing all the bytes in the output buffer excluding the checksum.   |

## 6.7 DVL Output Data Format (PD6)

The ADCP sends this data format only when the PD6 command is used. The ADCP outputs data in the following line order. The ADCP may not send all data lines. Examples: (1) If BK = zero, the ADCP does not send water-mass data (line items beginning with W); (2) If BK = three, the ADCP does not send bottom-track data (line items beginning with B).

**Table 39: DVL Output Data Format (PD6)**

| Line | Description  |
|------|--|
| 1    | <b>SYSTEM ATTITUDE DATA</b><br><b>:SA,±PP.PP,±RR.RR,HH.HH &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>PP.PP = Pitch in degrees<br>RR.RR = Roll in degrees<br>HHH.HH = Heading in degrees   |
| 2    | <b>TIMING AND SCALING DATA</b><br><b>:TS,YMMDDDHHmmsshh,SS.S,±TT.T,DDDD.D,CCCC.C,BBB &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>YMMDDDHHmmsshh = Year, month, day, hour, minute, second, hundredths of seconds<br>SS.S = Salinity in parts per thousand (ppt)<br>TT.TT = Temperature in C<br>DDDD.D = Depth of transducer face in meters<br>CCCC.C = Speed of sound in meters per second<br>BBB = Built-in Test (BIT) result code   |
| 3    | <b>WATER-MASS, INSTRUMENT-REFERENCED VELOCITY DATA</b><br><b>:WI,±XXXXX,±YYYYY,±ZZZZZ,±EEEE,S &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>±XXXXX = X-axis vel. data in mm/s (+ = Bm1 Bm2 xdcr movement relative to water mass)<br>±YYYYY = Y-axis vel. data in mm/s (+ = Bm4 Bm3 xdcr movement relative to water mass)<br>±ZZZZZ = Z-axis vel. data in mm/s (+ = transducer movement away from water mass)<br>±EEEE = Error velocity data in mm/s<br>S = Status of velocity data (A = good, V = bad) |
| 4    | <b>WATER-MASS, SHIP-REFERENCED VELOCITY DATA</b><br><b>:WS,±TTTTT,±LLLLL,±NNNNN,S &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>±TTTTT = Transverse vel. data in mm/s (+ = Port Stbd ship movement rel. to water mass)<br>±LLLLL = Longitudinal vel. data in mm/s (+ = Aft Fwd ship movement rel. to water mass)<br>±NNNNN = Normal velocity data in mm/s (+ = ship movement away from water mass)<br>S = Status of velocity data (A = good, V = bad)  |
| 5    | <b>WATER-MASS, EARTH-REFERENCED VELOCITY DATA</b><br><b>:WE,±EEEE,±NNNNN,±UUUUU,S &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>±EEEE = East (u-axis) velocity data in mm/s (+ = ADCP movement to east)<br>±NNNNN = North (v-axis) velocity data in mm/s (+ = ADCP movement to north)<br>±UUUUU = Upward (w-axis) velocity data in mm/s (+ = ADCP movement to surface)<br>S = Status of velocity data (A = good, V = bad)  |

Continued next page

**Table 39: DVL Output Data Format (PD6) (continued)**

| Line | Description  |
|------|--|
| 6    | <b>WATER-MASS, EARTH-REFERENCED DISTANCE DATA</b><br><b>:WD,±EEEEEEEE.EE,±NNNNNNNN.NN,±UUUUUUUU.UU,DDDD.DD,TTT.TT &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>+EEEEEEEE.EE = East (u-axis) distance data in meters<br>+NNNNNNNN.NN = North (v-axis) distance data in meters<br>+UUUUUUUU.UU = Upward (w-axis) distance data in meters<br>DDDD.DD = Range to water-mass center in meters<br>TTT.TT = Time since last good-velocity estimate in seconds  |
| 7    | <b>BOTTOM-TRACK, INSTRUMENT-REFERENCED VELOCITY DATA</b><br><b>:BI,±XXXXX,±YYYYY,±ZZZZ,±EEEE,S &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>±XXXXX = X-axis velocity data in mm/s (+ = Bm1 Bm2 xdcr movement relative to bottom)<br>±YYYYY = Y-axis velocity data in mm/s (+ = Bm4 Bm3 xdcr movement relative to bottom)<br>±ZZZZ = Z-axis velocity data in mm/s (+ = transducer movement away from bottom)<br>±EEEE = Error velocity data in mm/s<br>S = Status of velocity data (A = good, V = bad) |
| 8    | <b>BOTTOM-TRACK, SHIP-REFERENCED VELOCITY DATA</b><br><b>:BS,±TTTTT,±LLLLL,±NNNNN,S &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>±TTTTT = Transverse vel. data in mm/s (+ = Port Stbd ship movement relative to bottom)<br>±LLLLL = Longitudinal vel. data in mm/s (+ = Aft Fwd ship movement relative to bottom)<br>±NNNNN = Normal velocity data in mm/s (+ = ship movement away from bottom)<br>S = Status of velocity data (A = good, V = bad)  |
| 9    | <b>BOTTOM-TRACK, EARTH-REFERENCED VELOCITY DATA</b><br><b>:BE,±EEEE,±NNNNN,±UUUUU,S &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>±EEEE = East (u-axis) velocity data in mm/s (+ = ADCP movement to east)<br>±NNNNN = North (v-axis) velocity data in mm/s (+ = ADCP movement to north)<br>±UUUUU = Upward (w-axis) velocity data in mm/s (+ = ADCP movement to surface)<br>S = Status of velocity data (A = good, V = bad)  |
| 10   | <b>BOTTOM-TRACK, EARTH-REFERENCED DISTANCE DATA</b><br><b>:BD,±EEEEEEEE.EE,±NNNNNNNN.NN,±UUUUUUUU.UU,DDDD.DD,TTT.TT &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>+EEEEEEEE.EE = East (u-axis) distance data in meters<br>+NNNNNNNN.NN = North (v-axis) distance data in meters<br>+UUUUUUUU.UU = Upward (w-axis) distance data in meters<br>DDDD.DD = Range to bottom in meters<br>TTT.TT = Time since last good-velocity estimate in seconds   |

## 6.8 PD8 ASCII Output

The ADCP sends this data format only when the PD8 command is used. PD8 outputs ensemble data as formatted text. A new-line character terminates each line. Two new-line characters terminate an ensemble.



**NOTE.** PD8 Output Data Format is not available for Navigator ADCP/DVLs.

PD8 data is only for serial output. If you select PD8 and set the CF command to CFxxx01 (recorder on), the ADCP will output PD8 ASCII data out the serial port and record PD0 data to the recorder card. You can then use the PD0 data to troubleshoot any setup problems with the ADCP.

```
1997/02/28 11:16:50.07 00001
Hdg: 209.1 Pitch: 9.6 Roll: -9.1
Temp: 22.8 SoS: 1529 BIT: 00
Bin   Dir   Mag   E/W   N/S   Vert   Err   Echo1  Echo2  Echo3  Echo4
1     --    --    -32768 -32768 -32768 -32768  43    49    46    43
2     --    --    -32768 -32768 -32768 -32768  44    41    45    44
3     --    --    -32768 -32768 -32768 -32768  43    41    45    43
4     --    --    -32768 -32768 -32768 -32768  43    41    46    43
5     --    --    -32768 -32768 -32768 -32768  43    41    45    43
6     --    --    -32768 -32768 -32768 -32768  42    41    46    43
7     --    --    -32768 -32768 -32768 -32768  43    42    46    43
8     --    --    -32768 -32768 -32768 -32768  43    40    46    43
9     --    --    -32768 -32768 -32768 -32768  43    41    45    44
10    --    --    -32768 -32768 -32768 -32768  44    41    46    44
```

If all four beams have good data, then direction and magnitude are output as well.



**CAUTION.** PD8 output data format can not be recorded – it must be output through the serial port only. Do not use this output data format for a self-contained deployment.

## 6.9 PD9 ASCII Output

PD9 is a water-profiling format meant to collect data in earth coordinates and formatted for easy parsing. All fields are fixed width, comma separated, and either zero or space padded.



**NOTE.** PD9 Output Data Format is not available for Navigator ADCP/DVLs.

The header information of Date, Time, Temp, Heading, and Tilts total is 55 bytes. The water-profiling information is 34 bytes per bin of data.

```
CCYY/MM/DD,HH:mm:ss,
T:ttt.t,H:ddd.d,P:+pp.p,R:+rr.r,
nnn,+vvvvv,+vvvvv,+vvvvv,+vvvvv,
.
.
.
nnn,+vvvvv,+vvvvv,+vvvvv,+vvvvv,
```

-Repeated for each ensemble-

Where

| Field  | Description  |
|--------|--|
| CC     | = Fixed length (zero padded) Century   |
| YY     | = Fixed length (zero padded) Year  |
| MM     | = Fixed length (zero padded) Month   |
| DD     | = Fixed length (zero padded) Day of Month  |
| HH     | = Fixed length (zero padded) Hour  |
| mm     | = Fixed length (zero padded) Minutes   |
| ss     | = Fixed length (zero padded) Seconds   |
| T:     | = Signifies Temperature.   |
| ttt.t  | = Fixed length (space padded) Temperature in Deg C.                              |
| H:     | = Signifies Heading.   |
| ddd.d  | = Fixed length (space padded) Heading in Deg.                                    |
| P:     | = Signifies Pitch.   |
| +pp.p  | = Fixed length (space padded) signed Pitch in Deg.                               |
| R:     | = Signifies Roll.  |
| +rr.r  | = Fixed length (space padded) signed Roll in Deg.                                |
| nnn    | = Fixed length (zero padded) Bin Number.   |
| +vvvvv | = Fixed length (zero padded) signed velocity in mm/s. Beam, Inst, Ship or Earth. |

Example

```
1999/04/08,14:53:04,
T: 24.3,H:185.4,P: -3.5,R: +6.7,
001,-00577,+00974,-00044,-00622,
002,-01589,-01546,-00157,+00182,
003,-00404,-00338,-00132,-00290,
004,-01055,-00931,+00103,-00004,
005,+00280,+01290,-00655,+00339,
006,+00538,+00714,+00738,+00825,
007,+01825,+00025,+00397,+00160,
008,+00371,+01181,+01169,+00892,
009,-00218,-00716,+00627,+00375,
010,-00979,+03923,-00452,-00038,
...
090,-00990,-04774,+00925,-00457,
091,-05175,-04205,+00541,+00201,
092,-06582,+01245,+00581,-00802,
093,-03221,-00999,+00141,-00467,
094,-02362,-04466,+00572,-00204,
095,-04809,-08065,+01812,-01061,
096,-08233,+04324,+02969,-00893,
097,-01679,-03700,-00573,+00401,
098,+01733,+04916,-00325,-00520,
099,-05380,+00337,-00599,-00943,
100,-00702,+03590,+00358,+00955,
```



## 6.10 DVL Binary Data Format (PD10)

| BYTE | BIT POSITION  |   |   |   |   |   |   |   |        |
|------|---|---|---|---|---|---|---|---|--------|
|      | 7   | 6 | 5 | 4 | 3 | 2 | 1 | 0 |        |
| 1    | DVL DATA ID 78h                                     |   |   |   |   |   |   |   |        |
| 2    | DATA STRUCTURE*                                     |   |   |   |   |   |   |   |        |
| 3    | STARBOARD/EAST VELOCITY (With Respect To BTM)       |   |   |   |   |   |   |   | LSB    |
| 4    |   |   |   |   |   |   |   |   | MSB    |
| 5    | FORWARD/NORTH VELOCITY (With Respect To BTM)        |   |   |   |   |   |   |   | LSB    |
| 6    |   |   |   |   |   |   |   |   | MSB    |
| 7    | UPWARD VELOCITY (With Respect To BTM)               |   |   |   |   |   |   |   | LSB    |
| 8    |   |   |   |   |   |   |   |   | MSB    |
| 9    | STARBOARD/EAST VELOCITY (With Respect To WATER REF) |   |   |   |   |   |   |   | LSB    |
| 10   |   |   |   |   |   |   |   |   | MSB    |
| 11   | FORWARD/NORTH VELOCITY (With Respect To WATER REF)  |   |   |   |   |   |   |   | LSB    |
| 12   |   |   |   |   |   |   |   |   | MSB    |
| 13   | UPWARD VELOCITY (With Respect To WATER REF)         |   |   |   |   |   |   |   | LSB    |
| 14   |   |   |   |   |   |   |   |   | MSB    |
| 15   | BM1 RNG TO BTM                                      |   |   |   |   |   |   |   | LSB    |
| 16   |   |   |   |   |   |   |   |   | MSB    |
| 17   | BM2 RNG TO BTM                                      |   |   |   |   |   |   |   | LSB    |
| 18   |   |   |   |   |   |   |   |   | MSB    |
| 19   | BM3 RNG TO BTM                                      |   |   |   |   |   |   |   | LSB    |
| 20   |   |   |   |   |   |   |   |   | MSB    |
| 21   | BM4 RNG TO BTM                                      |   |   |   |   |   |   |   | LSB    |
| 22   |   |   |   |   |   |   |   |   | MSB    |
| 23   | RANGE TO BTM (AVERAGE)                              |   |   |   |   |   |   |   | LSB    |
| 24   |   |   |   |   |   |   |   |   | MSB    |
| 25   | SPARE   |   |   |   |   |   |   |   | ↓<br>↓ |
| ↓    |   |   |   |   |   |   |   |   |        |
| ↓    |   |   |   |   |   |   |   |   |        |
| 40   |   |   |   |   |   |   |   |   |        |
| 41   | SENSOR/OTHER DATA                                   |   |   |   |   |   |   |   |        |
| 42   | PING TIME : HOUR                                    |   |   |   |   |   |   |   |        |
| 43   | MINUTE  |   |   |   |   |   |   |   |        |
| 44   | SECOND  |   |   |   |   |   |   |   |        |
| 45   | HUNDREDTH   |   |   |   |   |   |   |   |        |
| 46   | HEADING   |   |   |   |   |   |   |   | LSB    |
| 47   |   |   |   |   |   |   |   |   | MSB    |

Continued next Page

Continued from Previous Page

| BYTE | BIT POSITION             |   |   |   |   |   |   |   |     |
|------|--------------------------|---|---|---|---|---|---|---|-----|
|      | 7                        | 6 | 5 | 4 | 3 | 2 | 1 | 0 |     |
| 48   | PITCH                    |   |   |   |   |   |   |   | LSB |
| 49   |                          |   |   |   |   |   |   |   | MSB |
| 50   | ROLL                     |   |   |   |   |   |   |   | LSB |
| 51   |                          |   |   |   |   |   |   |   | MSB |
| 52   | TEMPERATURE              |   |   |   |   |   |   |   | LSB |
| 53   |                          |   |   |   |   |   |   |   | MSB |
| 54   | BIT RESULTS              |   |   |   |   |   |   |   | LSB |
| 55   |                          |   |   |   |   |   |   |   | MSB |
| 56   | DEPTH                    |   |   |   |   |   |   |   | LSB |
| 57   |                          |   |   |   |   |   |   |   |     |
| 58   |                          |   |   |   |   |   |   |   |     |
| 59   |                          |   |   |   |   |   |   |   | MSB |
| 60   | DEPTH STANDARD DEVIATION |   |   |   |   |   |   |   | LSB |
| 61   |                          |   |   |   |   |   |   |   |     |
| 62   |                          |   |   |   |   |   |   |   |     |
| 63   |                          |   |   |   |   |   |   |   | MSB |
| 64   | CHECKSUM                 |   |   |   |   |   |   |   | LSB |
| 65   |                          |   |   |   |   |   |   |   | MSB |

**Figure 16. DVL Binary Data Format (PD10)**



**NOTE.** PD10 Output Data Format is not available for Rio Grande ADCPs or WorkHorse Monitor/Sentinel systems with 8.xx firmware. Navigator ADCP/DVLs must have firmware 9.13 or later.

## 6.11 DVL Output Data Format (PD10) Details

The ADCP/DVL sends this data format only when the PD10 command is used. In multiple byte parameters, the least significant byte always comes before the more significant bytes. The “data to Follow” byte, along with the “Sensor/Other Data” byte is sent to the ADCP/DVL prior to the start of pinging. Once set, the data structure does not change during pinging. Only the parameters selected will be included in the ensemble. If parameters are not selected, the ensemble is shortened from that above.



**NOTE.** PD10 Output Data Format is not available for Rio Grande ADCPs or WorkHorse Monitor/Sentinel systems with 8.xx firmware. Navigator ADCP/DVLs must have firmware 9.13 or later.

**Table 40: DVL Output Data Format (PD10) Details**

| Hex Digit | Binary Byte | Field          | Description   |
|-----------|-------------|----------------|---|
| 1,2       | 1           | DVL Data ID    | Stores the DVL (speed log) identification word (78h)  |
| 3,4       | 2           | Data to follow | Identifies which data is to follow. Each bit signifies a different data type.<br><br>Bit #<br>0 = Bottom Velocities (Always)<br>0 = Ship (Stbd., Fwd, [Up])<br>1 = Earth (East, North, [Up])<br>1 = Vertical Velocities<br>2 = Water Reference Velocities<br>3 = Range to Bottom (4 beams)<br>4 = Range to Bottom (Average)<br>5 = N/A<br>6 = N/A<br>7 = Sensor/Other Data (Heading, Pitch, Roll, Temp) |
| 5-8       | 3,4         | X-Vel Btm      | † Bit #0: Always output. If the data bit is set to 0, then Ship coordinates are used. If the data bit is set to 1, then Earth coordinates are used. These fields contain the velocity of the vessel in relation to the bottom in mm/s. Positive values indicate vessel motion to (X) Starboard/East, (Y) Forward/North, and (Z) Upward.   |
| 9-12      | 5,6         | Y-Vel Btm      |   |
| 13-16     | 7,8         | Z-Vel Btm      | † Bit #1: Vertical velocities.  |
| 17-20     | 9,10        | X-Vel Water    | † Bit #2: These fields contain the velocity of the vessel in relation to the water reference layer in mm/s. Positive values indicate vessel motion to (X) Starboard/East, (Y) Forward/North, (Z) Upward.  |
| 21-24     | 11,12       | Y-Vel Water    |   |
| 25-28     | 13,14       | Z-Vel Water    | † Bit #1 and Bit #2   |
| 29-32     | 15,16       | Bm1            | † Bit #3: These fields contain the vertical range from the ADCP to the bottom as determined by each beam. This vertical range does not compensate for the effects of pitch and roll. When a bottom detection is bad, the field is set to zero.  |
| 33-36     | 17,18       | Bm2 Rng to     |   |
| 37-40     | 19,20       | Bm3 Bottom     |   |
| 41-44     | 21,22       | Bm4            | Scaling: LSD = 1 centimeter; Range = 0 to 65535 cm  |

Continued Next Page

**Table 40: DVL Output Data Format (PD10) Details (continued)**

| Hex Digit | Binary Byte | Field             | Description   |
|-----------|-------------|-------------------|---|
| 45-48     | 23,24       | Avg Rng to Btm    | † Bit #4: These fields contain the average vertical range from the ADCP to the bottom as determined by each beam.   |
| 49-80     | 25-40       | Spare             | Spare   |
| 81,82     | 41          | Sensor/Other Data | † Output if Bit #7 of "Data to Follow" byte is set. These fields contain the Sensor/Other data.<br><br>Bit #<br>0 = Time<br>1 = Heading<br>2 = Pitch<br>3 = Roll<br>4 = Temperature<br>5 = Active Built-In-Test   |
| 83-90     | 42,43       | Time: HH,MM       | ‡ Sensor/Other Data Bit #0: These fields contains the time of the ping in Hours, Minutes<br><br>Seconds, Hundredths of seconds respectively.  |
|           | 44,45       | Time: SS,HH       |   |
| 91-94     | 46,47       | Heading           | ‡ Sensor/Other Data Bit #1: These fields contains the Heading in hundredths of degrees.   |
| 95-98     | 48,49       | Pitch             | ‡ Sensor/Other Data Bit #2: These fields contains the Pitch in hundredths of degrees.   |
| 99-102    | 50,51       | Roll              | ‡ Sensor/Other Data Bit #3: These fields contains the Roll in hundredths of degrees.  |
| 103-106   | 52,53       | Temp              | ‡ Sensor/Other Data Bit #4: These fields contains the Temperature in hundredths of degrees.   |
| 107-110   | 54,55       | BIT results       | ‡ Sensor/Other Data Bit #5: These fields contains the Built-In-Test results. Each bit specifies the result of built-in-test during an ensemble. If the bit is set, the test failed.<br><br><u>BYTE 54</u> <u>BYTE 55</u> (BYTE 55 RESERVED FOR FUTURE USE)<br>1xxxxxxx xxxxxxxx = RESERVED<br>x1xxxxxx xxxxxxxx = RESERVED<br>xx1xxxxx xxxxxxxx = RESERVED<br>xxx1xxxx xxxxxxxx = DEMOD 1 ERROR<br>xxxx1xxx xxxxxxxx = DEMOD 0 ERROR<br>xxxxx1xx xxxxxxxx = RESERVED<br>xxxxxx1x xxxxxxxx = DSP ERROR<br>xxxxxxx1 xxxxxxxx = RESERVED |
| 111-118   | 56-59       | Depth             | Depth data in decimeters.   |
| 119-126   | 60-63       | Depth Std Dev.    | Standard deviation of depth in decimeters   |
| 127-130   | 64,65       | Checksum          | This is the 16-bit checksum of all the preceding binary bytes.  |



**Current Referenced Navigational Data**

The current referenced navigational data sentence shall consist of speed relative to the water current and course relative to the water current. Each data field will be preceded by an identifier indicating the contents of the following field. All values are in SI units. All data fields are variable width. Empty data fields will indicate missing or invalid data.

```
$PRDII,S,x.x,C,x.x*hh<CR><LF>
  |   |   |   |
  |   |   |   | course relative to current
  |   |   |   | course relative to current ID
  |   |   |   | speed relative to current
  |   |   |   | speed relative to current ID
  |   |   |   | NMEA 0183 header
```

Below is an example of a valid sensor data sentence showing a heading of 197.34°, a pitch angle of -10.2°, a roll angle of -11.5° and a depth of 122.7m.

```
$PRDIG,H,197.34,P,-10.2,R,-11.5,D,122.7*7E<CR><LF>
```

This example shows a valid bottom-track sentence that contains range to bottom of 143.2m, a speed over ground of 1.485 m/s, and a course over ground of 192.93°.

```
$PRDIH,R,143.2,S,1.485,C,192.93*17<CR><LF>
```

Here is an example of a bottom-track sentence with invalid or missing data.

```
$PRDIH,R,,S,,C,*05<CR><LF>
```

This last example shows a water-reference sentence that contains speed relative to current of 1.503 m/s and a course relative to current of 203.5°.

```
$PRDII,S,1.503,C,203.5*55<CR><LF>
```

## 6.13 Reduced Data Output Format (PD12)

The PD12 format is suitable for use in applications where communications bandwidth is an issue, such as acoustic modems and radio modems. Setting PD12 enables the reduced data output format. Each ensemble shall be output according to [Table 41](#). Data will continue to be recorded in the standard PD0 format. All data will be in Intel (little-endian) binary format.



**NOTE.** The PD12 Output Data Format is not available for WorkHorse Rio Grande and Navigator ADCP/DVLs.

**Velocity data** will be output according to the PB and PO commands. The PB command determines which velocity bins are output, while the PO command determines which velocity components are to be output. Each selected bin requires two bytes per velocity component. All of the selected bins for each component will be output contiguously. Only the components selected by the PO command will be output.

The **Unit ID field** of the PD12 format is used to allow each ADCP in a network of instruments to uniquely identify itself. The field is one byte wide and is set by the CI command.

To further assist in bandwidth conservation, the CH command has been added to allow **suppression of the wakeup message**. If CH1 is saved to the user command set (via the CK command), the unit will only output a “>” when a break is sent or power is applied. It should be noted that much of the software provided by RDI for interfacing with the ADCP relies on keywords in the wakeup banner to distinguish one type of ADCP from another. Suppression of the wakeup banner may cause this software to fail or function erratically. CH should be left at its factory default unless the user is certain that suppression of the wakeup banner will not interfere with the operation of the instrument.

**Table 41: Reduced Data Output Format (PD12)**

| Location | Size | Field   | Description  |
|----------|------|---------|--|
| 0        | 2    | ID      | Always 7F6E.   |
| 2        | 2    | Size    | Size of ensemble in bytes including ID but not including checksum. |
| 4        | 4    | Number  | Ensemble Number  |
| 8        | 1    | Unit ID | The ID of the ADCP as set by the CI command.                       |
| 9        | 1    | FW Vers | CPU Firmware Version.  |
| 10       | 1    | FW Rev  | CPU Firmware Revision.   |
| 11       | 2    | Year    | 4-digit year of ensemble time-stamp.                               |
| 13       | 1    | Month   | Month (1 – 12) of ensemble time-stamp.                             |

Continued Next Page

**Table 41: Reduced Data Output Format (PD12) (continued)**

| Location     | Size    | Field      | Description  |
|--------------|---------|------------|--|
| 14           | 1       | Day        | Day of month (1 – 31) of ensemble time-stamp.  |
| 15           | 1       | Hour       | Hour (0 – 23) of ensemble time-stamp.  |
| 16           | 1       | Minute     | Minute (0 – 59) of ensemble time-stamp.  |
| 17           | 1       | Second     | Second (0 - 59) of ensemble time-stamp.  |
| 18           | 1       | Hsec       | Hundredths of seconds (0 - 99) of ensemble time-stamp.   |
| 19           | 2       | Heading    | Heading in units of 0.01 °.  |
| 21           | 2       | Pitch      | Pitch in units of 0.01 °.  |
| 23           | 2       | Roll       | Roll in units of 0.01 °.   |
| 25           | 2       | Temp       | Temperature in units of 0.01 °C  |
| 27           | 4       | Pressure   | Pressure in 0.01 kPa   |
| 31           | 1       | Components | <p>Bits 0-3 contain the velocity component flags of the PO command.</p> <p>Bits 4-7 contain the bin subsampling parameter of the PB command</p> <pre> bit 7 6 5 4 3 2 1 0 x x x x 1 x x x component 1 x x x x x 1 x x component 2 x x x x x x 1 x component 3 x x x x x x x 1 component 4 n n n n x x x x subsampling parameter </pre> |
| 32           | 1       | Start Bin  | The first bin parameter from the PB command.   |
| 33           | 1       | Bins       | The number of bins parameter from the PB command.  |
| 34           | $2*N*D$ | Data       | Velocity data. $N$ = number of bins. $D$ = number of velocity components selected.   |
| 34 + $2*N*D$ | 2       | Checksum   | Checksum.  |



## 6.14 DVL Output Data Format (PD13)

The ADCP/DVL sends this data format only when the PD13 command is used. The ADCP/DVL outputs data in the following line order. The ADCP/DVL may not send all data lines. Examples: (1) If BK = zero, the ADCP/DVL does not send water-mass data (line items beginning with W); (2) If BK = three, the ADCP/DVL does not send bottom-track data (line items beginning with B).



**NOTE.** PD13 is only available for WorkHorse Navigator ADCP/DVLs.

**Table 42: DVL Output Data Format (PD13)**

| Line | Description  |
|------|--|
| 1    | <b>SYSTEM ATTITUDE DATA</b><br><b>:SA,±PP.PP,±RR.RR,HH.HH &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>PP.PP = Pitch in degrees<br>RR.RR = Roll in degrees<br>HH.HH = Heading in degrees  |
| 2    | <b>TIMING AND SCALING DATA</b><br><b>:TS,YMMDHHmmsshh,SS.S,±TT.T,DDDD.D,CCCC.C,BBB &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>YMMDHHmmsshh = Year, month, day, hour, minute, second, hundredths of seconds<br>SS.S = Salinity in parts per thousand (ppt)<br>TT.TT = Temperature in C<br>DDDD.D = Depth of transducer face in meters<br>CCCC.C = Speed of sound in meters per second<br>BBB = Built-in Test (BIT) result code   |
| 3    | <b>PRESSURE AND RANGE TO BOTTOM DATA</b><br><b>:RA,PPP.PP,RRRR.RR</b><br>where:<br>PPP.PP = Pressure in kPa<br>RRRR.RR = Range to the bottom in meters   |
| 4    | <b>WATER-MASS, INSTRUMENT-REFERENCED VELOCITY DATA</b><br><b>:WI,±XXXXX,±YYYYY,±ZZZZZ,±EEEE,S &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>±XXXXX = X-axis vel. data in mm/s (+ = Bm1 Bm2 xdcr movement relative to water mass)<br>±YYYYY = Y-axis vel. data in mm/s (+ = Bm4 Bm3 xdcr movement relative to water mass)<br>±ZZZZZ = Z-axis vel. data in mm/s (+ = transducer movement away from water mass)<br>±EEEE = Error velocity data in mm/s<br>S = Status of velocity data (A = good, V = bad) |
| 5    | <b>WATER-MASS, SHIP-REFERENCED VELOCITY DATA</b><br><b>:WS,±TTTTT,±LLLLL,±NNNNN,S &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>±TTTTT = Transverse vel. data in mm/s (+ = Port Stbd ship movement rel. to water mass)<br>±LLLLL = Longitudinal vel. data in mm/s (+ = Aft Fwd ship movement rel. to water mass)<br>±NNNNN = Normal velocity data in mm/s (+ = ship movement away from water mass)<br>S = Status of velocity data (A = good, V = bad)  |

Continued Next Page

**Table 42: DVL Output Data Format (PD13) (continued)**

| Line | Description  |
|------|--|
| 6    | <b>WATER-MASS, EARTH-REFERENCED VELOCITY DATA</b><br><b>:WE,±EEEEEE,±NNNNNN,±UUUUUU,S &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>±EEEEEE = East (u-axis) velocity data in mm/s (+ = ADCP movement to east)<br>±NNNNNN = North (v-axis) velocity data in mm/s (+ = ADCP movement to north)<br>±UUUUUU = Upward (w-axis) velocity data in mm/s (+ = ADCP movement to surface)<br>S = Status of velocity data (A = good, V = bad)  |
| 7    | <b>WATER-MASS, EARTH-REFERENCED DISTANCE DATA</b><br><b>:WD,±EEEEEEEEE.EE,±NNNNNNNN.NN,±UUUUUUUU.UU,DDDD.DD,TTT.TT &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>+EEEEEEEEE.EE = East (u-axis) distance data in meters<br>+NNNNNNNN.NN = North (v-axis) distance data in meters<br>+UUUUUUUU.UU = Upward (w-axis) distance data in meters<br>DDDD.DD = Range to water-mass center in meters<br>TTT.TT = Time since last good-velocity estimate in seconds  |
| 8    | <b>BOTTOM-TRACK, INSTRUMENT-REFERENCED VELOCITY DATA</b><br><b>:BI,±XXXXX,±YYYYY,±ZZZZZ,±EEEEEE,S &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>±XXXXX = X-axis velocity data in mm/s (+ = Bm1 Bm2 xdcr movement relative to bottom)<br>±YYYYY = Y-axis velocity data in mm/s (+ = Bm4 Bm3 xdcr movement relative to bottom)<br>±ZZZZZ = Z-axis velocity data in mm/s (+ = transducer movement away from bottom)<br>±EEEEEE = Error velocity data in mm/s<br>S = Status of velocity data (A = good, V = bad) |
| 9    | <b>BOTTOM-TRACK, SHIP-REFERENCED VELOCITY DATA</b><br><b>:BS,±TTTTT,±LLLLL,±NNNNN,S &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>±TTTTT = Transverse vel. data in mm/s (+ = Port Stbd ship movement relative to bottom)<br>±LLLLL = Longitudinal vel. data in mm/s (+ = Aft Fwd ship movement relative to bottom)<br>±NNNNN = Normal velocity data in mm/s (+ = ship movement away from bottom)<br>S = Status of velocity data (A = good, V = bad)  |
| 10   | <b>BOTTOM-TRACK, EARTH-REFERENCED VELOCITY DATA</b><br><b>:BE,±EEEEEE,±NNNNN,±UUUUU,S &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>±EEEEEE = East (u-axis) velocity data in mm/s (+ = ADCP movement to east)<br>±NNNNN = North (v-axis) velocity data in mm/s (+ = ADCP movement to north)<br>±UUUUU = Upward (w-axis) velocity data in mm/s (+ = ADCP movement to surface)<br>S = Status of velocity data (A = good, V = bad)  |
| 11   | <b>BOTTOM-TRACK, EARTH-REFERENCED DISTANCE DATA</b><br><b>:BD,±EEEEEEEEE.EE,±NNNNNNNN.NN,±UUUUUUUU.UU,DDDD.DD,TTT.TT &lt;CR&gt;&lt;LF&gt;</b><br>where:<br>+EEEEEEEEE.EE = East (u-axis) distance data in meters<br>+NNNNNNNN.NN = North (v-axis) distance data in meters<br>+UUUUUUUU.UU = Upward (w-axis) distance data in meters<br>DDDD.DD = Range to bottom in meters<br>TTT.TT = Time since last good-velocity estimate in seconds   |

## 7 How to Decode an ADCP Ensemble

Use the “[Header Data Format](#),” [page 110](#) to locate the offset to the specific ID of the data type you wish to decode. The table below shows some of the most common IDs.

**Table 43: Common Data Format IDs**

| ID   | Description                 |
|------|-----------------------------|
| 7F7F | Header                      |
| 0000 | Fixed Leader                |
| 8000 | Variable Leader             |
| 0001 | Velocity Profile Data       |
| 0002 | Correlation Profile Data    |
| 0003 | Echo Intensity Profile Data |
| 0004 | Percent Good Profile Data   |
| 0005 | Status Profile Data         |
| 0006 | Bottom Track Data           |



**NOTE.** The order of ID words is not specific. ID word 0006 can come before ID word 0001.

Once the ID of the data type is located use the data format section to locate the bytes you wish to decode using the data format for your ADCP (i.e. BroadBand, Workhorse, or Ocean Surveyor).



**NOTE.** Each type of ADCP (BroadBand, Workhorse, and Ocean Surveyor) can have slight differences in their data formats. For example, differences occur in the variable leader when bytes were added for WorkHorse pressure sensor data. This same type of thing can happen in the fixed leader data format.

### Examples

The following examples show the pseudo-code for decoding PD0 and PD5 ensemble data.

### 7.1 Pseudo-Code for Decoding PD0 Ensemble Data

- a. Define structures, which contain all fields in all data types of the PD0 format.
  1. typedef struct { <lists of types and fields> } FixedLeader.
  2. typedef struct { <lists of types and fields> } VariableLeader.
  3. typedef struct { <lists of types and fields> } BottomTrack.

4. typedef struct { <lists of types and fields> } VelocityType
5. and so on for every available type.
- b. Clear checksum.
- c. Look for PD0 ID 0x7F. Add to checksum.
- d. Is next byte a 0x7F? Add to checksum.
- e. If no, return to step “b”.
- f. Else, read next two bytes to determine offset to checksum. Add two bytes to checksum.
- g. Read in X more bytes, where X = offset to checksum - 4. Adding all bytes to checksum.
- h. Read in checksum word.
- i. Do checksums equal?
- j. If no, return to “b”.
- k. For each available data type (the header contains the # of data types), go to the offset list in header.
  1. Create a pointer to type short to the data type at an offset in the list.
  2. Check the Type ID.
  3. Create a pointer of appropriate type to that location.
  4. Repeat for all available data types.
- l. Work with data.
- m. Return to “b” for next ensemble.

## 7.2 Pseudo-Code for Decoding PD5 Ensemble Data

- a. Define structure that contains all fields in PD5 format.
  1. typedef struct { <lists of types and fields> } PD5\_Format.
- b. Clear checksum.
- c. Look for ID, PD5 id is 0x7D. Add to checksum.
- d. Is next byte a 0x01? Add to checksum.
- e. If no, return to “b”.
- f. Else, read next two bytes to determine offset to checksum. Add two bytes to checksum.
- g. Read in X more bytes, where X = offset to checksum - 4. Adding all bytes to checksum.

- h. Read in checksum word.
- i. Do checksums equal?
- j. If no, return to “b”.
- k. Create a pointer of type PD5\_Format.
  - 1. PD5\_Format \*PD5\_ptr;
- l. Point pointer at location of ID byte.
  - 1. PD5\_ptr = &buf[<location of input buffer>];
- m. If 11 and 12 don't appeal to you, you can create a variable of type PD5\_Format.
  - 1. PD5\_Format PD5\_data;
- n. And copy the data from the input buffer to PD5\_data.
- o. Work with data.
- p. Return to “b” for next ensemble.

## 7.3 Example Code for Decoding BroadBand Ensembles

Here is an example of how to decode a BroadBand ensemble. It is written in “C.”

```

/*****
 * Data ID Words */
*****/

#define FLdrSelected    0x0000
#define VLdrSelected    0x0080
#define VelSelected     0x0100
#define CorSelected     0x0200
#define AmpSelected     0x0300
#define PctSelected     0x0400
#define SttSelected     0x0500
#define BotSelected     0x0600
#define Prm0            0x0700

#define VelGood         0x0701
#define VelSum          0x0702
#define VelSumSqr       0x0703
#define Bm5VelSelected  0x0A00
#define Bm5CorSelected  0x0B00
#define Bm5AmpSelected  0x0C00
#define AmbientData     0x0C02
#define Bm5PctSelected  0x0D00
#define Bm5SttSelected  0x0E00
#define Prm0_5          0x1300
#define VelGood_5       0x1301
#define VelSum_5        0x1302
#define VelSumSqr_5     0x1303

/*****
 * structures */
*****/

typedef unsigned char   uchar;
typedef unsigned short  ushort;
typedef unsigned long   ulong;

typedef struct {
    uchar      Minute,
              Second,
              Sec100;
} TimeType;

```

```

typedef struct {
    uchar    Year,
            Month,
            Day,
            Hour,
            Minute,
            Second,
            Sec100;
} DateTimeType;

typedef struct {
    uchar    Version,
            Revision;
} VersionType;

typedef struct {
    uchar    ID,
            DataSource;
    ushort   ChecksumOffset;
    uchar    Spare,
            NDataTypes;
    ushort   Offset [256];
} HeaderType;

typedef struct {
    ushort   ID;
    VersionType CPUFirmware;
    ushort   Configuration;
    uchar    DummyDataFlag,
            Lag,
            NBeams,
            NBins;
    ushort   PingsPerEnsemble,
            BinLength,
            BlankAfterTransmit;
    uchar    ProfilingMode,
            PctCorrelationLow,
            NCodeRepetitions,
            PctGoodMin;
    ushort   ErrVelocityMax;
    TimeType TimeBetweenPings;
    uchar    CoordSystemParms;
    short    HeadingAlignment,
            HeadingBias;
    uchar    SensorSource,
            AvailableSensors;
    ushort   DistanceToBin1Middle,
            TransmitLength;
} FixLeaderType;

typedef struct {
    ushort   ID,
            EnsembleNumber;

    DateTimeType RecordingTime;
    uchar    Spare1;
    ushort   BITResult,
            SpeedOfSound,
            Depth,
            Heading;
    short    Pitch,
            Roll;
    ushort   Salinity;
    short    Temperature;
    TimeType MaxTimeBetweenPings;
    uchar    HeadingStddev,
            PitchStddev,
            RollStddev;
    uchar    VMeas [8];
} VarLeaderType;

typedef struct {
    ushort   ID,
            PingsPerEnsemble,
            EnsembleDelay;
    uchar    CorrelationMin,
            AmplitudeMin,
            PctGoodMin,
            BTMode;
    ushort   ErrVelocityMax,
            NSearchPings,
            NTrackPings;
    ushort   Range [4];
    short    Velocity [4];
    uchar    Correlation [4],
            Amplitude [4],
            PctGood [4];
    ushort   WaterLayerMin,
            WaterLayerNear,
            WaterLayerFar;
}

```

```

        short      WVelocity    [4];
        uchar      WCorrelation [4],
                  WAmplitude    [4],
                  WPctGood      [4];
        ushort     MaxTrackingDepth;
        uchar      Amp [4];
        uchar      Gain;
        uchar      RangeMSB [4];
    } BottomTrackType;

typedef struct
{
    ushort      ID;
    short      Data [256];
} OneBeamShortType;

typedef struct
{
    ushort      ID;
    uchar      Data [256];
} OneBeamUcharType;

typedef struct {
    ushort      ID;
    short      Data [1024];
} IntStructType;

typedef struct {
    ushort      ID;
    uchar      Data [1024];
} ByteStructType;

typedef struct
{
    ushort      ID;
    uchar      Data [4];
} AmbientType;

typedef struct
{
    ushort      ID;
    ushort      UaH;
    ushort      UaL;
    ushort      AmbBitsPerBin;
    ushort      AmbTrys;
    ushort      AmbNBins;
    short      AmbBinNum [ 5 ];
    short      Est [ 5 ];
    ushort      WAutoCor [ 5 ] [ 32 ];
    uchar      SysFreq;
    uchar      SampRate;
} T01Type;

typedef struct
{
    ushort      ID;
    uchar      DAC [36];
} T02Type;

typedef struct
{
    ushort      ID;
    ushort      RSSIBinLen;
    ushort      RSSIBins;
    uchar      RSSI [512] [4];
    ushort      AutoCor [32] [4];
    short      Est [4];
    ushort      Amb [4];
    uchar      SysFreq;
    uchar      SampRate;
    uchar      MLen;
    ushort      XmtSamples;
    ushort      FirstBin[4];
    ushort      LastBin[4];
    ulong      BM6Depth[4];
    ushort      BM6Ta[4];
} T03Type;

/*****
/* Global Pointers */
*****/
HeaderType      *HdrPtr;
FixLeaderType   *FLdrPtr;
VarLeaderType   *VLdrPtr;
BottomTrackType *BotPtr;
BottomTrackType *WBotPtr;
IntStructType   *VelPtr;
ByteStructType  *CorPtr;
ByteStructType  *AmpPtr;
ByteStructType  *PctPtr;
ByteStructType  *SttPtr;

```

```

    AmbientType      *AmbientPtr;
    T01Type          *T01Ptr;
    T02Type          *T02Ptr;
    T03Type          *T03Ptr;
    OneBeamShortType *Bm5VelPtr;
    OneBeamUcharType *Bm5CorPtr;
    OneBeamUcharType *Bm5AmpPtr;
    OneBeamUcharType *Bm5PctPtr;
    OneBeamUcharType *Bm5SttPtr;

/*-----*/

unsigned char RcvBuff[8192];

void DecodeBBensemble( void )
{
    unsigned short i, *IDptr, ID;

    FLdrPtr = (FixLeaderType *)&RcvBuff [ HdrPtr->Offset[0] ];

    if (FLdrPtr->NBins > 128)
        FLdrPtr->NBins = 32;

    for (i=1; i<HdrPtr->NDataTypes; i++)
    {
        IDptr = (unsigned short *)&RcvBuff [ HdrPtr->Offset [i] ];
        ID = IDptr[0];

        switch (ID)
        {
            case VLdrSelected:
            {
                VLdrPtr = (VarLeaderType *)&RcvBuff [ HdrPtr->Offset [i] ];
                break;
            }
            case VelSelected:
            {
                VelPtr = (IntStructType *)&RcvBuff [ HdrPtr->Offset [i] ];
                break;
            }
            case CorSelected :
            {
                CorPtr = (ByteStructType *)&RcvBuff [ HdrPtr->Offset [i] ];
                break;
            }
            case AmpSelected :
            {
                AmpPtr = (ByteStructType *)&RcvBuff [ HdrPtr->Offset [i] ];
                break;
            }
            case PctSelected :
            {
                PctPtr = (ByteStructType *)&RcvBuff [ HdrPtr->Offset [i] ];
                break;
            }
            case SttSelected :
            {
                SttPtr = (ByteStructType *)&RcvBuff [ HdrPtr->Offset [i] ];
                break;
            }
            case BotSelected :
            {
                BotPtr = (BottomTrackType *)&RcvBuff [ HdrPtr->Offset [i] ];
                break;
            }
            case AmbientData :
            {
                AmbientPtr = (AmbientType *)&RcvBuff [ HdrPtr->Offset [i] ];
                break;
            }
        }
    }
}

```